**Nathanael Omnes’s individual critical appraisal**

At the beginning of the trimester, the team was composed of David, Yu-Ching and me, the first objective was to be sure to be able to use Unity instead of Game Maker because we would learn more useful skills for our future job. We had a problem at the first trimester that we failed to solve and we wanted to resolve it for the second one. Finally, we solved it in the first weeks which permitted us to begin to work on Unity to create to game before the end of the first month of the trimester. On January, the whole team was motivated to create the game and everyone had tasks to do on a weekly basis. The first week of work, Yu-Ching and I did our job but not David, since then, like in the 1st trimester, we were only two to develop the game. With Yu-Ching, we were waiting David to do his part of the job every week and calculated if we could wait more time or not before telling him that we’re doing his part and finally, when David definitively left the group around the seventh of March, one of us did his job. Seeing how David work at the first trimester permitted us to be prepared if he did the same thing for the second trimester, which he did so we were not handicapped because of this event.

At the beginning of the trimester, we determined what parts were essential to the game to develop them first. Those parts were mostly gameplay development and environment creation. Once it was done, we developed not compulsory parts such as the cut scenes, audio addition... My job during the whole trimester mostly consisted of creating the player’s actions (movement, attacks and animations), the enemy wizards AI (random movements, attack patterns and animations) and the audio inclusion. Even though I am well aware that the animations aren’t perfect, I am still very satisfied with the work I did during the project. I learnt to keep myself to weekly objectives and respect them as much as possible, it permitted me to be efficient and my teammate could count on me. Yu-Ching worked like me with weekly objectives and he was also fine with it, his job mostly consisted of creating the sprites, the environment and the puzzles.

Throughout the trimester we refined the ideas we wrote in the first trimester’s design document. We did that so we could keep a certain number of features without neglecting important parts of the game. Finally, even if we didn’t implement fight we thought of, there’s still the main ones with different interesting mechanics.

To conclude, I am happy to have teamed with Yu-Ching, he was a good teammate to work with and even though sometimes we both forgot things to do (we cached up what we forgot soon after), the overall result is good and I learn many thing throughout the year thanks to this module.