1. How would you rate the function of your unity game compared to your original expectations / design plans as a team effort?
   1. What things did you team do to identify the initial design requirements? [4 Marks]
   2. What design requirements were accomplished? [2 Marks]
   3. What design requirements were not accomplished? Explain why. [3 Marks]
   4. On a scale from 1(poor) to 4(good) how would you rate your team’s achievement on the game? [1 Mark]
2. How would you rate your learning regarding game design, the Unity environment and programming in general?
   1. What were the two most important things you learned? [2 Marks]
   2. If you had more time, what one thing would be most important for you to learn next? Explain why. [2 Marks]
   3. On a scale from 1(poor) to 4(good) how would you rate your learning during this activity? [1 Mark]
3. How would you rate your specific contributions to the game. Give specific examples of what you did individually.
   1. Give 4 specific examples of your individual contributions to the game. [4 Marks]
   2. On a scale from 1(poor) to 4(good) how would you rate your individual contribution to the team effort? [1 Mark]
4. If you had more time, what next steps or things would you want to add to the game? (either what you would add as a team or what you could add individually.)
   1. For each item explain either how it would add to your game or how it would enhance your individual learning. [5 Marks]