Mobile Game post-mortem questions:

1. What tablet # is your game built onto?

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1. What is the name of your game (on that tablet)?

I Blame Mack

1. What were your roles on the team?

I was forced to make scripts

1. How do you feel you performed at your designated roles? Why do you feel that way?

I felt like I did a pretty good job but wished could have done more if 2 scripts weren’t scrapped later into the project after working so long on them.

1. What do you think you personally could have done better?

Communication with my other teammate that was on the other side of the table

1. What do you think your team did well?

We did well in our own way but in a more general sense we could have done better.

1. What do you think your team could improve on in the future?

Simplicity in the work we do and instead of trying make something huge and awesome, we should do something smaller and cool.

1. What are you most proud of on this project?

The work I did that got scrapped in the end. 😊