Post-Mortem:

1. What was the name of your game?

The one and only man

1. What were the roles of each of your team members?

J : coding  
dominic : level design

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

I feel like I could have done a better job doing role as a whole but I managed

1. Look at Github and Trello. What all did you personally accomplish in the first week of the project?

Getting main scripts for movement, health, and power ups added

1. Look at Github and Trello. What all did you personally accomplish in the second week of the project?

Fixing power up and adding level select script

1. Look at Github and Trello. What all did you personally accomplish in the third week of the project?

Fixing once again power ups and polishing final scripts

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

A better power script that wouldn’t keep breaking

1. What do you think your team did well?

Communication and feedback

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

Better execution of work we planned

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

Power script that eventually worked

1. If you could do it all again, what would you change?

Had a more simple game planned then once done we work to improve bits and pieces and get a better game