Post-Mortem:

1. What was the name of your game?

Hampster II

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

Scripter, Level Desgin + Project Leader, artist

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

I wished I did better as project leader and level designer.

We should have communicated more often.

Some levels are goofy and are nonsensical.

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

Idea of game and main scripts which we used throughout development.

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

Started hampster II

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

Finishing up levels and fixing bugs

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

Maps, they are bland and messy and wished we could have done better atleast.

1. What do you think your team did well?

Yes we all worked hard in effort to make our simple game

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

Communication between members.

1. What are you most proud of on this project?
2. If you could do it all again, what would you change?

Maps could have been better but we were low in inspiration or creativity.