Post-Mortem:

1. What was the name of your game?

The last ghost game

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

Me- artist/ level design

Dom- Level design/ animator

Tome- Programmer/ level design/ animator

Zackary- level design

(We never really decided but I think Dom or Tome were the project leaders)

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

I feel like I performed okay. I don’t think I contributed a lot to the group this time around because of my time management and slow pace. However, I tried my best with the few things I did manage to create in blender.

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

In the first week of this project, I worked on creating a room in blender. I continued to work on this through the whole week.

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

I continued to work on the same room for the rest of the second week as well, but I also started making a desk in blender

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

I again, continued building the room but this week I finished it, then I texturized it and imported it into unity. Then stared downloading assets to fill the room with.

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

Better time management and goals of what to get done each day so I stay on track

1. What do you think your team did well?

I think we did well with communication and talking about our progress

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

Even spread of work and possibly more organization.

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

The room I created. I spent a lot of time making it and it helped me learn a lot more about blender.

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

I would probably choose a simpler objective of the game and less of a complex game. This would have benefited the whole team.