Mobile Game post-mortem questions:

1. What tablet # is your game built onto?

#3

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

“I Blame Mac!”

1. What were your roles on the team?

Artist/Animator

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

I feel like I performed okay, I did not get as much art as I should have done. I think if I had completed more art our game could have gone from and alright game to a cool one. The art is minimal and not all of it is new.

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

I think I could have spent more time trying to figure out the animator Controllers

1. What do you think your team did well?

I think that my team did well in fixing problems along the way. When it came down to it we were mostly able to fix issues in the game.

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

We all could work on time management. Some days we would get a lot done and others hardly anything. We should have made more of a schedule of things to do each say so that we did not have to rush to finish towards the end.

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

I am most proud of the randomized generated levels, that script was tricky to figure out and the art used in it is my own art.