Game Development Process Evaluation

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My work was to shape the map, by putting the sprites of the ground and giving them a collider so that the player can walk on them. As I was creating the map I also created the jumping puzzles, some needed another object that was created by one of my colleagues. My other duties to the game were to create some more puzzles, that with the help of one my colleagues created a script that would activate an object a soon as the player hits the switch. My third job was to create the coins and animate them making them rotate on themselves, I created the script that when the player touches a coin it gets destroyed/collected and a counter would display the number of the collected coins. Finally, I created a script that was attached to an empty object with a collider, making so that if the player touches the invisible collider the game would end and display "You Win" message.

A problem that I encountered that could have been fixed from the start was that the map had a lot of sprites that had a collider, I tried to reduce by dividing the areas and giving them the colliders to the group, where I got the problem that there were too many colliders. To make it better for the next project I need to keep in mind to group small areas with a maximum of three or two colliders if needed.