

## Evaluation- Maria Grech

Group work is never fun and always ends up in trouble, but I think in the end we managed to pull it through. Our first problem was what game we were going to make and we spent several days/weeks discussing what sort of game we wanted to make with everyone having their own idea and wanting to do that idea only. After weeks of trying to find the topic we managed to agree on doing a gravity running game and then we continued to try to figure out what story line we were planning to use. I came up with the idea of doing a black and white game which progresses to a full colour game as the points increase. Since we weren't experts in Unity this was a new concept for us so we tried our best and managed to do a similar concept where the colour increases with each drop to make the game harder. This concept worked quite well but I think aesthetically it could have been improved. Since all four of us weren't experts we chose a simple game of which we found a tutorial for and we improved upon it to be able to create a unique game concept. I think next time I would have definitely improved on our time consumption as we wasted a lot of days on just discussing rather than doing research and work. We also need to improve our communication skills as we were scattered at most times and not keeping each other up to date on what's going on. Overall I think we did a good job and managed to produce a fully functional game with various mechanics that immerse the player.