# Personal Perception (200 words each)

**Ash**

I think our group worked well considering we were down one person from the get-go. Everyone picked up the slack from the missing person without complaint and got on with the tasks. Communication was ok but I think we could have improved a little with what exactly we were doing for each task as there was some confusion at times. I have never worked in a "long-distance" group before so it was interesting and I was surprised at how much more difficult it was to organise getting everyone in the same room to communicate compared to if you were face to face. Everyone in the group was very supportive with each task and as life tends to get in the way of the best-laid plans we were more than happy to help each other if we couldn't meet a team goal in time. There were no arguments or problems with group members not doing their work which was good, I think this can only get better the more we work together in the upcoming assignments. With the tools we used discord was the one we used the most to communicate and GitHub's log of activity wasn't indicative of the work people put into tasks as it was only the final product we uploaded.

**Brad**

**Declan**

**Jayde**

I believe in all Not Awake Studios worked quite well as a team we were able to mostly communicate effectively and get work completed at a good pace. Although at the start our work was not put on the Github repo, our progress was tracked through the tool trello that I had set up near the start of the group project in order to track and assign tasks to different group members. Although for the most part the group did communicate effectively there was some instances that we did not, such as some members not initially informing the whole team of them being overwhelmed and them needing help, they did contact one member to get them to help but this was only later relayed to the rest of the team, also at the start there was the miscommunication on who was doing which task, the use of trello helped overcome the latter. The one really surprising thing was the eagerness of some team member to step up, this came in the form of getting extra work done when we were not able to contact our 6th member and get the work done that was originally left for them, but also when my unforeseen circumstances of having to abruptly move home the team was quick to jump in and offer support to make sure that all our work was completed. The one thing I have learnt about groups is how unpredictable they can be, especially when we are all working remotely and aren't all able to have a group chat at the one time, this can cause issues but with the group that we are we are able to read through the messages that were sent on discord and keep up to date at all times.

**Miller**

As a team we worked and communicated decently, at time it slipped or miss interpreted but at the end of the day we made it worked. At the start when we formed the group, we introduced ourselves to each other and we all clicked, we do not talk much voice to voice but when It is needed, we do! Discord has been the main communication tool with the use of Google Doc’s and GitHub, stuff we talk about can get lost at times and takes a little bit to find specific topic. When we had someone just join the group, we all messaged the person. We did not receive any message back from the random person, so we had the person removed but communicated with Anthony Clapp to help with resolving the issue. We all live a distance apart but with the constant communication makes it feel like we all work out of an office, just on different floors. As Not Awake Studios I think we work together in a way that is both casual but when it comes to crunch time, we get the job done, no questions asked. I will be looking forward to working with them more.

# Group Perception (400 words)