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| **STUDENT NAME** | Kyle Bodin |
| **PROJECT NAME** | Buzz Blast Battle |
| What do you think went well on the project? | We were able to produce working assets to be put into a working game and fit to the brief as much as we could. Having our own art style and giving the feel we wanted that we had planned. |
| What do you think needed improvement on the project? | To probably improve on the project is not wasting too much time on polishing assets that was not put into the final game itself. Also for keeping the communication between our group members. |
| What do you think of your own contribution to the project? | I happy with what I have done but I believe I could of done a lot better with handing things in to deadlines. Also Happy to see my work being put into something that others can enjoy. |
| **OVERVIEW** |  |
| **Thinking about the project you have worked on this year, what are the important lessons that you will take away from the experience for your next group project?** | Working in a team and getting a flow of ideas being thrown back and forth and coming up with an idea together. |