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| **STUDENT NAME** | Razvan Muresan |
| **PROJECT NAME** | Level 4/5 Group 11 – “KAZU-10” |
| What do you think went well on the project? | Since our first idea was a bit overscoped and didn’t adhere to the brief we decided to pick an idea who’s mechanics are easy to execute which would give us a lot of time to focus on polishing and playtesting the game. I wasn’t sure that was a good idea at the beginning but now I am more than happy with our decision.  I believe the communication on this team has been amazing. We have met for lunch in the labs at least twice a week where we got to discuss our progress on the game. I believe face to face meetings are what ultimately lead to us not having any arguments because we were always able to work out our dfferences in person.  The amount of work put in by everyone was astouding. The jam sessions helped with that, everyone was eager to come in and work on the game and when people playtested our game and reacted well to it, it inspired us to put even more work into doing it well. |
| What do you think needed improvement on the project? | Formal communication through emails could have been a lot better. We could have documented our communication, unfortunately that’s not something I planned for in the beginning and I take full resopnsibility for it. The meetings we had at lunch were usually informal.   I think we should have focused on emotions a bit more. We only really focused on that in the last few weeks of the game. If we were given a extra two or three we could have achieved a whole lot more. |
| What do you think of your own contribution to the project? | I’m content with my contribution on the project. I feel like I could have put in more time into actually creating assets as a designer but I spent a lot of the time programming and creating levels. |
| **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?** | I realized that the safest thing you can do in group projects is make a game that doesn’t require a lot of technical skills because that time can be spent polishing the product. As long as the game adheres to the brief it’s a very safe thing to do. |