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| **STUDENT NAME** | Tyler Martignetti |
| **PROJECT NAME** | Level 4/5 Group 11 – “KAZU-10” |
| What do you think went well on the project? | We made sure to pick a simple idea for our game so that we would be sure not to over-scope. As a result of this, we were able to get the core mechanics of the game done very quickly, which allowed us to spend a lot of time refining and fine tuning the balance, as well as to add plenty of polish. I think we managed to produce a game with solid mechanics, that fits the brief well, and is fun to play. Additionally, it looks great, runs well, and seems to be bug-free, three things which I feel are important. |
| What do you think needed improvement on the project? | I think our game could have used more frequent playtesting, as it is important to see what changes alter the player experience, and in what way. Our playtests weren’t very frequent, so as such we couldn’t get feedback as quickly. Another concern was that players didn’t have a huge amount of influence over each other’s gameplay. Whilst there were blocks they could break to help or hinder the other player, I would have liked to see more interaction between players, though I’m not sure what that could have been. |
| What do you think of your own contribution to the project? | I’m happy with my contribution to the project. I feel that I worked well and completed my tasks to the best of my abilities. |
| **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?** | Next year, I’ll be sure to go with quite a simple idea again, as I feel that worked well in our favour. I learnt that playtesting is very important, as is changing your game to fit that feedback. I also learnt the importance of planning ahead, as that allows you to allocate people to different tasks more effectively. |