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| **STUDENT NAME** | KATIE MILLAR |
| **PROJECT NAME** | Level 4\_5 GROUP 7 – ***“Chop ‘till You Drop”*** |
| What do you think went well on the project? | Our project was built around having really good management. This meant that we were able to get our initial game ideas down straight away and work out what would be the best answer to the brief from them. Good management led to clear instruction which further enabled us to get problems sorted quickly and easily.  The strengths and weaknesses of each team member were identified at the start of the project which I thought was a great decision to make. This meant that there were rarely any tasks that any of us felt we could not complete, and thus made for a generally smooth project-development process as a whole. |
| What do you think needed improvement on the project? | I think the main thing that needed improving was the fact we were unable to admit when core mechanics in design were just not working. We tried to shoehorn things into the framework we had already built, when it would have been better (and have saved more time) to scrap what we had done and go back to the drawing board.  I also think that there could have been slightly better communication between all the team members at some points, but this was only a minor problem which arose at very intermittent points. |
| What do you think of your own contribution to the project? | My own contribution was decent because my strengths were recognized from the very beginning of the project; meaning that I was able to play to them during the whole of development. Because of this I was able to explain my design choices clearly, both to my team and during presentations. Most of the time I was able to get my work done in reasonable time.  I also think that the standard of my work was good because I had the time to think it out clearly before implementing any artwork for the game. |
| **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 think that the key lesson to take away from this project was that I learned where core design was going wrong, and I might now be able to fix it quickly in the future. I have also learned to be more organised and time-concious, in order have time to get valuable feedback on completed tasks. |