**What do you think went well on the project?**

The art, I believe, went particularly well as it evoked the Japanese theme effectively. It used angular shaping and a colour palette of red, brown, and green as seen in the environment and architecture of a stereotypical, traditional Japanese settings. It was my responsibility to create the art mock ups for the asset to give an idea of how it could look in the game. It would then be given to Andrea to create a better-looking, cleaner and detailed version.

I believe the design process went well and followed the brief, making the game turn based, symmetric and multiplayer. We made sure that both players start (as close as we could get them) in the same strategic position. However, we also added a rubber banding balancing feature in the rotten food item (players lose points if they select rotten food) to help struggling players catch-up. The design was a group effort organised by Charlie where we all suggested ideas in brainstorming sessions deciding the game’s mechanics, theme, style etc.

I also think the coding went well, though I was not involved in the coding itself. When playtesting bugs were rare. From my own playtesting experience the game was responsive, fast, and stable.

**What do you think needed improvement on the project?**

I believe the game needed more sound and lighting effects attached to the buttons. I think they would be valuable affordances providing visual and audio cues guiding the player.

**What do you think of your own contribution to the project?**

My contribution was mainly focused on the illustration of ideas before they went into production. Naturally this was more to do with the first stages of building the game and not the remaining stages.

**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?**

The most importent lessons I’ve learned are; to use complimentary colours in colour pallets, how to anthropomorphise, to use saturation to change the visual hierarchy and make the most important things on screen stand out as well as to give those important things space.