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| **STUDENT NAME** | Jack Gilmour |
| **PROJECT NAME** | Joust |
| What do you think went well on the project? | I think that the best thing that happened during the project was the amount of work we did in the amount of me and my team leader had. As I wanted out of my previous group, we didn’t get a lot of time to create assets and program the game |
| What do you think needed improvement on the project? | I think the most important aspect that needed improvement is the communication. I’ve sent out 3 E-mails in a row without an answer and sometimes me and my team leader send emails without realizing it isn’t being sent to the lecturers, so then we had to re-email with the lecturers in it |
| What do you think of your own contribution to the project? | As it was only me and the team leader participating in the group, my contribution was substantial in the aesthetics and design of the game. The quality of the art work in the assets could’ve been higher if all of my team members were helping to contribute but as I was the only designer and the fact that I changed groups, made me feel pressured and rush the asset designs with simple ideas and designs so it was a lesser quality than I hoped there was going to be |
| **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?** | The first thing I learned was better communication, as I struggled to communicate with the team mates I was with in my first group and my last group. Another is that I should expect the unexpected and not rely 100% on other team mates, as most of them bailed on me. The last lesson I learned from this project that I will take away from this project is to practice a bit more on photoshop so I can be more efficient, and therefore more detail could be added with the time of the whole project than the last two weeks with good knowledge of photoshop |