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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. |
| **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 |