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| **STUDENT NAME** | Charlie Efde |
| **PROJECT NAME** | Flat 13 |
| What do you think went well on the project? | I think that we worked very well as a team and there was quite a lot of communication outside of the meetings, considering we were a person down from week 2 i think what we produced as a group of 3 and not 4 was overall a good amount of work. |
| What do you think needed improvement on the project? | Once we decided on a mechanic to implement into our game we tried everyway possible to try to get said mechanics to work and in some cases set us back a week or 2 when it wouldnt work and it seemed like wasted time. |
| What do you think of your own contribution to the project?  Reflect on the quantity and quality of your work. Whether you were reliable as a team member, your general behaviour, whether you were proactive in spotting problems. These are the key qualities of a professional. | Overall i think that the quality of my work was very good as my role during the group project was modelling and texturing, and out of the models that i made and the textures that i done i thought they were done very well.  Over the course of the project i did miss 2 meetings which is not great but was both because i was sick but was still communicating with the other members of my team and still got my assigned work done in time.  As a group i think we all got on a long very well with, from what i know of, no disagreements we just got on with our project and had fun doing it. |
| **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?** | Communication with all other teammates is essential otherwise nothing would get done, also to have fun with the people youre working with while still getting the work done. |

**Asset List**

**Button**

**Bucket**

**Doors**

**Picture frames**

**Light bulbs**

**Key**

**Plaque**