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| **STUDENT NAME** | Serban Nacu |
| **PROJECT NAME** | Slingshot spirits (Group 14) |
| What do you think went well on the project? | As my first experience working in a team to create a game, I can say that I am more than happy with the way it worked out. We managed to create a game from scratch starting with only a few of us and some ideas. I think that Jamie did a fantastic job keeping us to date and providing help when needed. |
| What do you think needed improvement on the project? | From my point of view, I think that everything went well, except for a few minor things. Communication could’ve been better, I was not used with Discord and sometimes I would miss the messages. The last thing is that most of the project me and Will had the same tasks. I think that instead of 2 people doing the same thing, we could’ve both worked on separate things, each being able to chose what he likes best. |
| 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. | I think that my own contribution to the project was as expected, as well as the other team member’s contribution. I delivered the required work, came up with ideas and concept art. I think I was reliable as a team member, except of submitting the work in the last day and not being as active on Discord as the other team members. I think that both the quantity and quality of the work met the required expectations and we did well for a team with 3 designers. |
| **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 I have learned quite a few things from the group project. First of all, I have been able to watch Jamie manage us and learn a few tricks that will help me next year. I noticed that there are things I have to improve at myself, like communication and on-time submitting. We are a team and one’s actions affect our whole work. |

**Asset List**

* **Background\_2.png**
* **Buttons\_concept.png**
* **First\_level\_concept.png**
* **First\_level\_concept.psd**
* **Background menu.psd**
* **Background.png**
* **BG\_2.psd**
* **Character\_shapes.png**
* **Concept\_theme.psd**
* **Concept\_theme\_final.png**
* **Face.png**
* **Face\_1.png**
* **Face\_2.png**
* **Face\_3.png**
* **Face\_4.png**
* **Facial\_expressions.png**
* **Green\_slime.png**
* **Highlighted\_button.png**
* **Hove\_button.png**
* **Idle\_button.png**
* **Level2\_concept.png**
* **Level\_box.png**
* **Level\_box\_highlighted.png**
* **Level\_completed\_background.png**
* **Level\_completed\_text.png**
* **Level\_selection.png**
* **Light\_blue\_sketches.png**
* **Main menu concept.png**
* **Main menu concept.psd**
* **Main\_character.png**
* **Mecha\_bee.png**
* **Menu\_concept.png**
* **Menu\_concept.psd**
* **Pink\_sketches.png**
* **Platform\_1.png**
* **Platform\_2.png**
* **Platform\_prototypes.png**
* **Platform\_prototypes.psd**
* **Return\_button.png**
* **Shape.png**
* **Theme\_concept.png**
* **Title.png**

**Unity scenes**

* **Level1.unity**
* **Level2.unity**
* **Level3.unity**