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| **STUDENT NAME** | Britney Smith |
| **PROJECT NAME** | Twisted Worlds |
| What do you think went well on the project? | Communication was consistent throughout the project with everybody letting the team know whether they will be present via the Discord server. |
| What do you think needed improvement on the project? | The project went very well, so the only improvement I could really picture needing would be more narrative design in the game itself. The game was well designed, but what we lacked in was story and a narrative arc. |
| 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 behavior, whether you were proactive in spotting problems. These are the key qualities of a professional. | In terms of my own contributions, there was plenty of room for improvement. The quantity of assets was the required amount my team needed from me, but I felt like I should have pushed to contribute more assets to the project as my team were also putting in the extra effort. The quality additionally required more effort and all the assets I created for the project could have been much higher quality had I dedicated more time and effort to them. When working in a team, I informed my teammates when I wasn’t able to work up to standard or would not be present for the scheduled game jam (see discord log 02/27/19 and 03/26/19). In addition to this, I was active in conversations during jams with the whole team and individually with my fellow designer in which we discussed the project highs and lows as well as how we will be moving forward. |
| **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?** | Being comfortable sharing ideas and criticisms with team members. Since I was working with people I have never met before and are more experienced, I held back on sharing all of my ideas. For the next group project, my priority will be to not hold back creatively and to do what feels right with myself and with my team. |

**Asset List:**

* Chest Sprite
* Flying enemy
* Ground Enemy
* Hitpoint Indicator
* Menu Buttons
* Money Sprites
* Player
* Static Enemy