**TASKS POSTMORTEM – SPRINT WEEK 10**

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| **STUDENT NAME** | Andrei Dumbravescu |
| What do you think went well with the task? | I found appropriate sound files that we could use for the game and I received feedback that has been very satisfying |
| What do you think needed improvement on the task requirements? | N/A |
| What do you think of your work on this week’s task(s)?  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 have done my work efficiently, my team was able to provide a playable build of the game so I can get feedback on, I have done my task in time and filled my required work hours. |
| **OVERVIEW** |  |
| **Thinking about the task(s) you have worked on this week, what are the important lessons that you will take away from the experience for your next week sprint?** | If you are unsure about something in the project, that you think it may be faulty, don’t forget to ask the team, it may be something you haven’t observed. |

**Asset List**