**Sprint Week 10 Post-mortem – Matthew Fisher**

**What went well:**

When creating my Logo, I had to stick with the theme of mining and using the same fonts from creating the buttons for the pop-up messages in-game. While doing this task I asked for my teams input and suggested making an outline for the text itself, making that change the team was happy with the logo for our game. Other than that, all tasks were completed before the scheduled deadline. Communication has steadily improved with the team has we were letting each know about playtesting and giving the team motivation on the final working days of our group project.

**What went wrong:**

While helping Alpeche with the coding, we’re not sure if we can finish the RNG level generator for our game on time before we submit it, although its looking unlikely we’ll be able to fix it, we’ll carry on and try but if not then it won’t be used, but we do have a functioning game to play anyway so it won’t matter but it would be s shame not to have it.