**Tasks Postmortem (Sprint Week 2)**

**What went well?**

I think my concept for the level is good from a player’s perspective because as a player, you don’t want to do much in terms of controlling and managing certain while keeping an eye on the screen at the same time.

Keeping the player’s attention is what my gameplay interface is designed for, if there is too much things going on in the screen then players won’t be interested in play because they might say its too much hassle to play.

Having the player not do much by clicking and drag in mine cart tracks is the main mechanic that keeps the player hooked and having players only do one thing at a time is enough for them to stay interested in the game, and it’s a repetitive process that players will go through until the player hits an obstacle and it would be game over.

My design I believe has achieved this idea of keeping the player hooked and do easy repetitive tasks that might lead to them making play longer.

**What went wrong?**

My drawing skills to replicate my idea might not be the best to show my idea but this is only our first iteration and design of our user interface in gameplay, so this might not be a bad thing, but I will have a talk with my team about this to see what can be added or changed as I want my teams input on this design and include their ideas.