**TASKS POSTMORTEM – SPRINT WEEK 3**

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| **STUDENT NAME** | Alpeche Pancha |
| What do you think went well with the task? | My task was to implement dragging and dropping items from a HUD widget into the game world.  Despite having difficulties with programming this feature, I was able to program a drag and drop feature wherein the player can place “rails” in the level by dragging and dropping from an inventory widget.  At first, I could not get the correct mouse cursor location to use for the coordinates of where to spawn the item in the world. As a workaround, I made it so that the items would always spawn in front of the player. After investigating further, I was finally able to get the cursor location and use that instead. However, I still left the previous code in, commented out, so I can demonstrate both to the team in our next meeting. |
| What do you think needed improvement on the task requirements? | Further define how the drag and drop mechanic will work? Will rails be snapped to existing rails, is it free form, is it always dropped in front of the player? While implementing this task, I found that a drag & drop mechanic for placing blocks in a 2D side scroller game can be difficult and frustrating to play. We might need to think of ways to improve it. |
| 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 added a fair amount of new classes into the project, mainly Widget Blueprint classes. I spent time programming them, researching and debugging issues with getting mouse cursor location. Overall I am pleased with the end result and happy that I figured out the issue with the mouse cursor location (it was a timing issue, a delay node was needed). The designers have a number of Widget classes they can extend and modify as desired.  Since I implemented two different variations of our main mechanic, we have a good way to test out different ways improving the mechanic, taking out what we don’t like and replacing with something better.  In addition to my task, I could’ve potentially expanded our test level and started working on the movement and procedurally generating content for levels. However, I had difficulty programming the drag and drop. |
| **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?** | Programming new features that I don’t have experience with takes time and research. Maybe I should break down my tasks into smaller tasks.  The postmortem task took 1 hour, not 3. I should reduce its estimate next sprint. |

**Asset List**