**TASKS POSTMORTEM – SPRINT WEEK 3**

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| **STUDENT NAME** | Alpeche Pancha |
| What do you think went well with the task? | * 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. |
| 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? |
| 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. | * It’s a good way to test out different ways of implementing our main game mechanic. * There were difficulties in getting the rails to be dropped anywhere on the map, so I settled for dropping in front of the player for now * 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 a complex feature takes time and research. Maybe I should break down my tasks into smaller tasks. |

**Asset List**