**TASKS POSTMORTEM – SPRINT WEEK 3**

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| **STUDENT NAME** | Andrei Dumbravescu |
| What do you think went well with the task? | I managed to make a variety of decent looking assets for the game |
| 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 think the work has been overall good. I have a few assets I think could look better, if they were made with some artistic talent. I managed to finish the task in time, even though I had to delay the work to the last day because of some medical problems I had during the end of the week. |
| **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?** | It is good to have references for asset creation. It can quickly give you ideas on how to create some assets. |

**Asset List**

lava\_01

platform\_cave\_01

platform\_cave\_02

platform\_cave\_03

platform\_lower\_cave\_01

platform\_lower\_cave\_02

platform\_lower\_cave\_03

platform\_upper\_cave\_01

platform\_upper\_cave\_02

platform\_upper\_cave\_03

rock\_01

spikes\_01

spikes\_02

spikes\_03

water\_01