**TASKS POSTMORTEM – SPRINT WEEK 7**

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| **STUDENT NAME** | Andrei Dumbravescu |
| What do you think went well with the task? | I fixed the assets required by the task efficiently and I made a few suggestions for the animations in our group project |
| What do you think needed improvement on the task requirements? | Have a list of assets that needed to be fixed for the game. |
| 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 my work was efficient, but the task didn’t require to do much work for this sprint, so I haven’t filled the minimum required of work for a week. I should’ve pushed my teammates for more work for one of the tasks. This is part my fault for the lack of communication. |
| **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?** | Be more insistent with my team when it comes to completing the task by asking to have a significant amount of work. |

**Asset List**

**lava\_02.psd**

**lava\_02.png**

**lava\_03.psd**

**lava\_03.png**

**water\_02.psd**

**water\_02.png**

**water\_03.psd**

**water\_03.png**