**TASKS POSTMORTEM – SPRINT WEEK 8**

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| **STUDENT NAME** | Alpeche Pancha |
| What do you think went well with the task? | A nice variety of platform “chunks” were added to the game, which can be spawned at random based on RNG. |
| What do you think needed improvement on the task requirements? | One of the tasks to test the sprites had no description, so it was not made clear if all the new sprites from the week 8 sprint also had to be tested. |
| 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. | The task for the RNG system was mostly done in the lab session and went well. I had a clear idea in mind of how I wanted to implement the basic system, so that it could be expanded upon in the next sprint.  The task for creating the new platform chunks was left to the last day of the sprint due to the other assignment workload. As a result, the work done could have been better and there’s a lot of room for improvement in the design of the chunks. For example, selecting the right sprites to make the level look less repetitive is one of the improvements we should consider. I also only made 6 chunks and some look very similar.  We will need a new task to add more chunks that provide more of a challenge to the player and make the gameplay less predictable. This should hopefully address one of the main feedback points of our game, which is a lack of challenge and tension for players. |
| **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?** | As with last sprint, I am very busy with other assignments. However, I should not leave the tasks to the last few days of the sprint. Rather, I should try to work on this project at least thirty minutes a day. |

**Asset List**