**TASKS POSTMORTEM – SPRINT WEEK 8**

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| **STUDENT NAME** | Andrei Dumbravescu |
| What do you think went well with the task? | I worked around the minimum of hours required of work and completed my tasks efficiently. |
| 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. | It was challenging because I had to pick out reactions from the player when they’ve done playtesting for the game, and understand that they might not know how the game works from the star and give them a helping hand. I took in consideration the feedback about my work hours and made the task, so they fit the required amount of work that is needed weekly. |
| **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?** | Always asked feedback from your game testers and suggestion because you never know when they might have an idea you never thought about or noticed an issue you haven’t |

**Asset List**

**animation\_deep\_lava\_01.png**

**animation\_deep\_lava\_01.psd**

**animation\_deep\_lava\_02.png**

**animation\_deep\_lava\_02.psd**

**animation\_deep\_lava\_03.png**

**animation\_deep\_lava\_03.psd**

**animation\_deep\_water\_01.png**

**animation\_deep\_water\_01.psd**

**animation\_deep\_water\_02.png**

**animation\_deep\_water\_02.psd**

**animation\_deep\_water\_03.png**

**animation\_deep\_water\_03.psd**

**animation\_lava\_01.png**

**animation\_lava\_01.psd**

**animation\_lava\_02.png**

**animation\_lava\_02.psd**

**animation\_lava\_03.png**

**animation\_lava\_03.psd**

**animation\_water\_01.png**

**animation\_water\_01.psd**

**animation\_water\_02.png**

**animation\_water\_02.psd**

**animation\_water\_03.png**

**animation\_water\_03.psd**