**Sprint Week Post-mortem 4**

**What went well:**

Communication has improved with the team via emails, with tasks being setup for each other, we have confidence in our game being ready for our pitch (mainly showing off our main mechanic). My task went okay as I was able to fix an issue with our minecart track assets; before they were not functioning properly with the main character (specifically the collision meshes) so I edited the assets on UE4 and changed the collision meshes so the main character can move how it should do.

**What went wrong:**

During my task, I had issues with downloading our UE4 game file for me to do my task of level design. But my team was quick to respond with the solution which was good, however upon downloading the zip file and loading the level with UE4, there was an issue with a missing background asset which meant I wasn’t able to do much with the level design, but it shouldn’t be too bad as this task shouldn’t take long and worked on the collision meshes for the assets. Also, I noticed on Jira that some tasks weren’t logged correctly as they should be with outstanding hours and minutes being left on the task.