**TASKS POSTMORTEM – SPRINT WEEK 10**

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| **STUDENT NAME** | Alpeche Pancha |
| What do you think went well with the task? | Our game now has a main menu and a game over screen with buttons that allow the player to restart the level or quit the game. This gives our game a more polished and finished look. |
| What do you think needed improvement on the task requirements? | The task requirements were clear and I had all the assets needed. |
| 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 main menu and game over screen function correctly and match the style of our game. I had issues with implementing the main menu at first, but was still able to finish it within the task estimate.  Unfortunately, the procedural level generation task was more challenging, and I was not able to improve our current way to generating an endless level. Ideally, I should’ve spent more time working on this task throughout the previous sprints. |
| **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?** | Spend more time working on the RNG/procedural level generation. |

**Asset List**

* Main Menu and Game Over widget Blueprints
* Several improvements and tweaks to existing Blueprints.