**TASKS POSTMORTEM – SPRINT WEEK 2**

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| **STUDENT NAME** | Alpeche Pancha |
| What do you think went well with the task? | The 2D game prototype was done which includes a custom level, placeholder assets and a simple block placement mechanic. The blueprint classes created are customisable and can be programmed to further develop our drag and drop mechanic. |
| What do you think needed improvement on the task requirements? | The scope of the task should have been written in the task description.  Going forward, we should always add descriptions to tasks. |
| 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 blueprint classes I created in Unreal are a good starting point for our game. The game prototype itself contains essential features like movement, block placement and score points via item pickups.  However, the prototype game is lacking features such as endless runner movement, death and respawn, and a menu/title screen. This was due to the amount of time I spent researching and reading documentation about Unreal. As this is my first full Unreal project, I should have taken into account the time needed to learn the tools and how to use blueprint effectively.  I created the Unreal project using a Blueprint template for a 2D side scroller game. Originally, I had started prototyping with C++ classes in Unreal. However, I quickly realised that it would take longer to complete my task, and writing the classes in C++ instead of using Blueprint would not give us any additional benefit at this stage. Additionally, Blueprint would be easier and more accessible for the designers in my team to understand how the game classes were structured. Therefore, I switched to a Blueprint based project. |
| **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 a result of being new to Unreal, I spent more story points than estimated on my main task. Going forward, I will take this into consideration and hopefully my estimates can be more accurate. I will also spend more time working on our core game mechanic, and hopefully less time on visuals and assets. I also lost time at the beginning of my task by starting it as a C++ project rather than Blueprint. Going forward, I believe it is best to use Blueprint and only rely on C++ classes when needed. |

**Asset List**