**TASKS POSTMORTEM – SPRINT WEEK 5**

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| **STUDENT NAME** | Alpeche Pancha |
| What do you think went well with the task? | I’ve extended our level so that it could be used in our demo video for the pitch. By doing this, we were able to record 60 seconds of gameplay, which showcases our main mechanic. During this task I also added new HUD elements, such as the distance counter and the game over screen. I was able to do all of this within the 1 week sprint and in time for our presentation. |
| What do you think needed improvement on the task requirements? | None. The requirements for my main task were clear. I split the task into multiple smaller tasks, as it was easier for me to understand the requirements and tackle them separately. |
| 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. | I’ve met all the main task requirements and did extra work by implementing the “game over” screen. The resulting demo video is well made and showcases the different aspects of the gameplay.  I think my level design could be improved and I will be happy to hear feedback from my team and play testers. |
| **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?** | Breaking down my main task into smaller individual tasks helped me focus and get things done. I will continue doing this in future sprints. Estimation was a slightly inaccurate and an additional task was added in the middle of the sprint, so I will also take this into consideration to improve next sprint. |

**Asset List**

* Extended demo level
* Distance counter in HUD
* Game Over screen
* Demo video of gameplay for pitch presentation