**TASKS POSTMORTEM – SPRINT WEEK 6**

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| **STUDENT NAME** | Alpeche Pancha |
| What do you think went well with the task? | I addressed one of our main presentation feedback points, which was the difficulty of our game being low. By gradually increasing the player speed based on the distance the player has completed in the endless runner, we have now have a way to add challenge to the game. However, this may need tweaking and balancing. |
| What do you think needed improvement on the task requirements? | None. The requirements for both of my tasks were mainly derived from the presentation feedback.  In our pitch, one of the feedbacks we received was that our game had no challenge and seemed quite easy. My task aimed to begin fixing this. |
| 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 task for adjusting the player speed based on distance was slightly rushed (see next section). I believe it needs improvement in how the calculation is made, as well as balancing.  I’ve come up with a couple of different ways to implement procedural generation in our game. One of them had already been discussed amongst the team and is most likely the approach that I’m going with. |
| **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?** | During this sprint I was quite busy with assignments from other modules. Therefore, it was hard to finish the tasks fully and to a good standard. In the upcoming sprint, I will potentially have to account for my other modules when planning and estimating tasks. |

**Asset List**