**TASKS POSTMORTEM – SPRINT WEEK 6**

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| **STUDENT NAME** | Andrei Dumbravescu |
| What do you think went well with the task? | I efficiently made a variety of menu and currency visual assets for the game |
| What do you think needed improvement on the task requirements? | N/A |
| 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 think my work was minimal this week. I made poor work management and had to make them at the last minute. Also, I had a creative block for some of the visual assets that I needed to be made under my task requirements. |
| **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?** | I will plan my work schedule more carefully and ask for creative advice from my teammates next time I work on visual assets. |

**Asset List**

**button\_back.png**

**button\_back.psd**

**button\_exit.png**

**button\_exit.psd**

**button\_options.png**

**button\_options.psd**

**button\_play.png**

**button\_play.psd**

**button\_retry.png**

**button\_retry.psd**

**button\_try\_again.png**

**button\_try\_again.psd**

**currency\_01.png**

**currency\_01.psd**

**currency\_02.png**

**currency\_02.psd**

**currency\_03.png**

**currency\_03.psd**