**TASKS POSTMORTEM – SPRINT WEEK 7**

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| **STUDENT NAME** | Alpeche Pancha |
| What do you think went well with the task? | We have content generation, so our game is essentially an endless runner.  The task was quite straightforward and less difficult than I expected. |
| What do you think needed improvement on the task requirements? | None, as these were discussed in our meeting. |
| 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 implemented a very basic endless runner mechanic using a single type of “chunk”. A chunk is a set of floor sprites. I started with a simple (plain) chunk so that I could spend more time focusing on the code behind spawning new tiles and destroying old ones when needed.  The coding turned out to be easier than I expected. I could have spent more time adding more chunks and try to spawn random chunks rather than the same one each time. However, I did not have time to do this due to focus on other assignments. For the same reason, I kept the output of my task very simple, but still ensured that it met the requirements we discussed in our meeting. |
| **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 with last sprint, I am very busy with other assignments. I believe having smaller and fewer tasks is helpful to ensure that our project stays on track, but that we can focus on our other assignments. Distributing work evenly between ourselves is also something we should look to do more of. |

**Asset List**

* ChunkFloor
* DebugLevel
* Changes to game mode code.