**Week 8 Post-mortem**

**What went well?**

All tasks were completed within the scheduled timeframe, I made the changes for the minecart character, this to accommodate the animation for the minecart in the game, for example making changes of the wheel design so the player can visually notice the wheels turning as well as the character itself in the minecart rising up and down as the minecart is progressing the through the endless level. Also added new assets including new rock formations and a unique bat design, I choose not to make cob webs because form looking at our assets and the way we have designed them, there would not be a way for it to fit in our game from a visual perspective, of course it would fit in the game logically but in terms of designs there is no way to place it.

**What went Badly?**

There was communication on Discord which is good but there needs to more communication than short-answered messages.