**Tasks Postmortem (Sprint Week 3)**

**What went well?**

We settled with the 2D design for our game, so as designers we had to design our assets on Photoshop. There I was able to demonstrate my skills on Photoshop to fit our intended design purpose.

The Minecart design was approved by my team which was good, but I requested any design iterations if we needed it at a later time. But for the moment, the design is acceptable.

I also designed the Coloured Milestones for Alpeche to use for our game to see if he can create an event that identifies the achievement of reaching a certain distance within the game.

The minecart tracks had 4 different design but easy to connect to each other so when we implement it into our game, they would hopefully click into place when clicking and dragging a track into the level.

**What went wrong?**

There was an issue where a team member dragged a task I was doing into Verify when was meant for me to complete, there was a bit of confusion, but it was quickly resolved as soon as I saw it on Jira.