**Week 6 Post-mortem**

**What went well?**

In terms of my assets, I was happy with how all the assets turned out especially fixing the distance marker assets and finding a suitable font for our game. All tasks were completed within the scheduled timeframe.

**What when wrong?**

Communication was scare this week, no form of communication was used (Email and Discord), this is something we need to fix as a group, this has been a running theme for the past couple weeks and we need to improve on it.

**Pitch Feedback:**

Overall our presentation was good and our game hit the brief which was good, however the deliverables seemed to be much for us to do given our time left on this project.