Reflective Report

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This has been the hardest project to do, mostly due to it being a group project. I learned that communication is key when doing this type of project and without it the project will be a disaster. I mainly do the art on this project, which allows me to input my creativity into the project. I have been starting on making them since 21st april , but committed to it and implemented it in the past 2 days. I know that I am not hindering any coders work because assets can be implemented later. Even though I barely do the coding, I still learned quite a bit from reading the code my partners wrote, and learned how I could better structure my code to be more concise and clean.

There are a few problems which I encountered and struggled with, the first being the absence of one of the teammates entirely. Another is after trying to merge for the first time and encountering an error I feared merging due to it being a group project. I do not want to ruin other people's work(solved, apparently it was a connection problem). A problem that took quite a bit of time off my hand is how sometimes my aseprite crashes and ends up with me losing hours of work.

Lesson learned from this project:
Communicate more, do not procrastinate, save every few steps in case things go wrong, always have a backup, do not be afraid to ask other people for help, if ever there's another group project i would like to animate my sprite.