# Team Evaluation

Taking into consideration factors such as small time-scale, limited budget and restricted labour resources, I feel that our team as a whole was able to calmly react to any stressful situations, work well together when discussing aims & approaches and being understanding of each other’s personal restrictions.

Collaboration and discussion was a big part of this project and it definitely helped that the group knew each other from previous years in education. Not being afraid to speak out when we feel something might hinder or help the project, even if it means having an awkward conversation was a massive help in allowing us to streamline the project.

However, we did have issues to overcome throughout the project. We massively underestimated how long the project would take, and overestimated the scope of the project. This was unfortunate, as it meant certain things such as, additional weapons, health pickups, visually-appealing GUI elements, and informative feedback had to be left out of the final build. Luckily we had planned for this, and were able to fully implement the functional requirements and base foundations into the game.

# Self Evaluation

During this project, I feel I worked to a high standard and improved a lot of interpersonal and programming skills. Setting myself personal, achievable goals was a great method to take, as it allowed me to focus on the small segments of implementation, and effectively & efficiently work through the problems. I feel that I dedicated a lot of personal time to this project to ensure the team could display our greatest quality of work.

I was able to comfortably express my opinions and visions about the project, as I had previous experience working with Ross. This was favourable, as it meant I didn’t have to worry about my confidence levels at the beginning of the project, and in the end, I was actually able to improve my confidence and debate skills as we continued through the project.

# Peer Assessment

## Ross McDade

Ross took lead on the overall progression of the project and ensuring all documentation was up-to-date and to a high standard. On top of this, Ross also collaborated extremely well whilst we were designing and planning the game, along with being a major contributor to level design, gameplay, art-style and technical design. This project would definitely not have been completed to the standard it is currently at if Ross did not put in as much effort as he did, and due to this I feel he deserves the most credit for this project being completed.