# Team Evaluation

I feel the team worked as efficiently as we could given the lack of team members and time constraints. We weren’t afraid to admit which sections of the project would be best suited to each team member and always kept what was in the best interest of the project in mind. Whenever a team member needed help with a task or there was an incomplete task and a member was free we would see that they got done in order to keep the project flowing and to take as much pressure off of the final stretch as we could.

# Self Evaluation

I am proud to say that I did my best to contribute to the project as much as I could by taking on the documentation aswell and focusing a lot on the planning stage of the project. This allowed Alasdair to simply take the ideas for the project and implement them. I am also proud of how well I communicated my ideas and knew not to get too attached to any suggestions I made, knowing that if they got rejected it was purely for the better of the project.

However, I would have much preferred to have more of a hand in the programming of the project and the modelling of the game components. Unfortunately due to time constraints it would have massively hindered the scope of the project if I had began to help with the programming as I would have had to learn Unity essentially from scratch, whereas Alasdair had a reasonably sized pool of knowledge of the software already.

If there is anything I have learned from seeing this project from its initial creation and watching it grow and flourish into what it became it would have to be that I should never underestimate how much work is involved, even in a smaller project. That was my main mistake, as I assumed there would be much less work due to having prior knowledge of how long we would have to work on it. Next time I am working on a project I will do my best to ensure I am working with more people, in order to divide the work up into smaller sections, making it easier and less stressful on everyone. I will also spend any spare time that I have familiarising myself with Unity in order to open myself up to more tasks in future projects and allow me to handle the implementation of said projects.

# Peer Assessment

## Alasdair Hendry

Acting as lead programmer and taking on the modelling of; the characters, weapons and map, I was very happy with Alasdair’s contribution to the project. He worked hard and met all deadlines we agreed on for producing each stage of the project throughout the development life cycle. He was very easy to work with and was okay with dropping ideas he suggested if we felt they wouldn’t be in the best interest of the project, or would suggest changes to any ideas I put forward in order to make them better suited to the project. He communicated is vision of the project very clear and any changes he felt had to be made were made very clear to me. This was a massive help as it eliminated any confusion and stress.