Kaleb: Like last project I mostly in charge of doing scripts and sounds but this time I made a lot of the HUD as well. Since I was still super busy I didn’t get to work on the project as much as I wanted to but I feel like the things I did do turned out pretty well. I really didn’t have many troubles during the project, the only thing I had was the HUD would disappear off screen because of a zoom issue. Like last time I did the things Kyle wanted me to do and if I had more time I could have done more but I was unable do to time restraints. Because once again Kyle did much of the work I give myself a B+.

Kyle: Kyle was once again team lead and did most of the work again. He did most of the scripts as well as level design and animations. He made sure I was doing my work and did a great job of telling me if I needed to do something or if I needed to fix something. Kyle did give me more work this time which I think is fair but he also was understanding that I had a lot on my plate. I give a Kyle an A+ for these reasons.

Alex: Once again I didn’t talk much with Alex once the project had started. Also like last time Alex mostly was the one finding assets and doing some level design. I can’t say if he did anything else or not because we didn’t talk as much but that is what he was assigned to do and he did his job. Like last time I feel like he could have done a bit more to take some of the load of Kyle and the effort he put in this project was about the same as the last one. I would give him a B.