**Self Reflection – Finn**

In this project we were tasked with making a Tile Based RPG game. Very early on we decided to dish out the different jobs for people and what we landed on was Alex would do art and theory while Callum and I focused on the software programming aspect of this task. In our game after some brainstorming, we settled on a western theme to follow initially because we thought it sounded good but later, I also realised that the western theme has tons of assets for music and sprites.

Our project I believe was executed fairly well although there were three main things that I would change in the future.

Better time management for the whole group

I think that although we did use a Trello to keep organised we should have kept progressing throughout the entire time allocated.

Better usage of collaborative software

I found that we did not use code sharing as much as I wanted to which would have benefitted our project greatly.

Usage of more than one python document

I think that if we used more than one python document then it would be much easier for each of us to be working on code separately so that when we go to push there are no conflict issues.

Our main strength:

The usage of management software Trello

This was actually really helpful for understanding what needed to be worked on and the current tasks it also meant that we can visualise how far through the project we are.

<https://trello.com/invite/b/VdlczqCK/e6889fc1b6bf8216b53a1f5e8f8f402e/rpg-tile-game>

In summary I think that our project went really well and our game was completed to a very high standard.