* **Group ideas and concepts methodology evaluation:** During the completion of this assignment as a group, the generation of ideas and concepts was largely based on the opinions of one, maybe two, people at a time. Although we were all mostly on board with the ideas produced, there was little input/opinion given/accepted from all members of the team. More effort could have been applied in extracting each members’ opinion and taking it into account in each concept and idea for the project. In the end, I had ended up personally seeking the opinions and input of each team member individually and encouraging the idea that we produce the final product that we all collectively agree on. Overall, although the team could have worked more efficiently together, we eventually managed to all agree on something and work together on it. This could have been done from the start and with less disagreements. **Personally:** I feel that if I noticed the lack of democracy in the group earlier, I could have tried to remedy it earlier thus saving more time. I could also have improved my ability to present my own opinion while accepting others.
* **Overall Personal Evaluation:** From the beginning of forming the team and brain-storming, I had a lack of motivation and drive to make sure I was completely on track and had understanding of what I was to work on. This may have put added strain on the Game designer and other team members as I partially relied on them for answering my questions. Over time I gradually improved, but I feel that I could have been a lot more invested and motivated. I must add, however, that I cannot take full blame for not being motivated, as I must recognize that it is not fully in my control how motivated I feel. Additionally, over the course of this assignment, I had been spending quite a lot of time in my own personal projects instead of using my focus and effort in the assignments tasks, however again, this is also related to my lack of motivation for the project. **Positive Personal evaluations:** I eventually ended up reaching out to each team member individually and spoke to them one on one about how they were feeling with the current state of the team, and sharing with them how I felt as well. This resulted in additional discussion about the direction of the team and the project outside of meetings with the game developer. I feel without doing this, the team would have been less cohesive and overall motivated in the end.