**Individual Report – Part 1**

* Reflective Report (approx. 500 words)
  + Discuss your role in the project and reflect on strengths and weaknesses
  + Identify the roles and responsibilities of other group members in the team
    - Demonstrate you understand the responsibilities of an individual in that role
  + Identify what worked in the team and what did not
    - This should be related to group wide issues
    - Suggest possible solutions

Reflective report Stefan fisher – Game Designer and Team Leader

My role in this game was to design a well-balanced game by working with the developers and artists. I was also appointed as team leader, as such I had to keep everything running smoothly and make sure everyone was working on the task at hand. In the team I helped create and design a cyberpunk medieval themed sidescroller. I was also tasked in to helping the developer as we lost a developer early on and we were left with only one, so I was also tasked to create a script for ranged fire.

I think each team for the integrated project had the same problem of the covid 19 virus taking over the world and shutting down the university which in turn made the task harder but managing to finish the game and documents was a task well done by the team.

I think my strengths and weaknesses were as follows:

**Strengths:**

Designing the game, I feel that I had a good understanding of each person’s ideas and tried my best to implement each fitting idea to the overall designs.

**Weaknesses:**

I feel that I could have led the team a little better as it took too long for people to complete tasks as they had no temporary timeframe in place and as such, they took more time perfecting their work what I learned from this is that over the next coming years I would like to learn team management more.

**My other teammates roles are as follows:**

Design - Keaton (5 out of 5 starts)

Keaton was responsible for the level design, using tile maps for each level of the game and was co contributor to me on the design documents. As we filled out each section of the documents, we assigned different sections to each of us so that we knew what parts to focus on. We found that this worked incredibly well by splitting the tasks as it made it much easier and formed a better result.

Art - Pavel (5 out of 5 stars)

Pavel was responsible for the art and the animation for enemies and the boss. After a team member leaving in the 3rd week, he took up the mantle of background artist. After complications all the work for the artwork was done.

Art - Adian (1 out of 5 stars)

Adian was responsible for creating the 2nd level ground tile maps and the creation of the main character. I worked with him on the design and the effects of the game to make the main character more cyberpunk in nature but unfortunately, he had not handed anything in.

Development - Venus (3 out of 5 stars)

After a team member leaving in the first week she took up the huge task of coding the entire game with a little help from me as I have a coding background and with the complications, she had problems getting the game created and seamed to leave it to the last minute to do any work as she was asking me what was needed for each hand in as I was creating mine and trying to gather all documents together.

How I thought the team worked

At the start things were very delayed as we had a few hiccups because we had people leave the team for other teams and also had people leave the university which in turn made the team have an aura of uncertainty about the task as we had no clue what was going on with the team and in turn the game but everyone was still very supportive of the unwary time.

While designing the game the team was very imaginative and helpful but sometimes the artists would be overly creative and as a designer, I had to take down only what was doable in the time frame. After that the project went smoother as each person knew their role and what they had to do but with some hiccups with transferring of files between operating systems and also with some artists not doing the work in time and as a result we were waiting for art work and the project had to be put on hold.