Platformer Assessment Post-Mortem

On the RAMIO project, I did most of the scripting that didn’t already exist from previous projects. I also did the player animations and put together the menu block (main menu, controls, Are You Sure).

On the project I got to lean into scripting more, and I did particularly well with creating scripts from scratch. I could improve on [].

Our team worked well together; no one was stepping on anyone’s toes, we communicated well, and we made a good product. We could have worked on [].

The project, for the most part, went smoothly. We accomplished most of what we set out to do, with the exception of a few things I couldn’t figure out and