

1. Project Details

- **Project Title:** Pick It up
 - **Your Name:** Pablo Rozalén
 - **Team Members:** Joan Martín, Maria José Vélez, Hugo Zaragoza, Pablo Rozalén
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2. Your Contribution

- **What were your assigned tasks?**

(List your assigned responsibilities, e.g., coding, design, testing, etc.)

Thinking about how to create the game, there where no assigned task, just thinking of ideas to make the game

- **What specific work did you complete?**

(Be detailed, e.g., "Created the main menu UI," "Designed level 2.")

We all came with the ideas and made the game, there was no specified rols assigned to anyone so everyone has done the same, making the game to be playble

- **How much time did you spend on the project?**

☐ < 5 hours

☒ 5–10 hours

☐ 10–20 hours

☐ 20+ hours

- **Rate your contribution compared to others (1 = Did less, 3 = Equal, 5 = Did more):**

1

2

3

4

5

☐ ☐ ☐ ☐ ☐

3. Team Collaboration

- Did you attend meetings and work sessions?

☒ Yes

☐ No

- Did you complete your tasks on time?

☒ Yes

☐ No

- How often did you communicate with the team?

☐ Rarely

☐ Sometimes

☒ Often

- Were there any issues with teamwork (e.g., lack of contribution, conflict)?

No

4. Final Reflection

- What went well in the project?

Almost everything

- What could have been done better (including your part)?

Maybe we over complicated on initial fases an then on production fase we over simplified