Eric Rosenheim

Professor Hickey

COSI 164A

24 April 2019

Project Assessment

Individually I believe that I did very well for this project. Initially I was just an idea man who helped think and explain how different game ideas would work, as well as I found free online models that would work for each type. What I found, however, is that I was not doing enough towards the game, with Joe and Lu covering most of it. Because I still wanted to participate, I worked on the trailer to the game all by myself. This way our effort remains cohesive towards the game while I can still put in the work to get our group the grade I know it deserves.

I personally worked on the ideas for the game, getting free models, and worked on the entire movie by myself, asking my group questions only if I needed their input to proceed in a certain way artistically.

If I had more time of course I would add in more characters in the picnic, make the models better, make a better looking gun, add more sound effects, and many more. No project is ever perfect in animation, so I would just like to have chipped away and made it better little by little. I would have also like to work on the game more so that I could have aided my group as well as learned a little bit more about a-frame.

I would give Joe and A++. Joe really took off with the a-frame side of the game and it was awesome seeing a virtual reality game like that. Lu deserves an A as well, for she worked really hard with Joe, but Joe just hit it out of the park. I would give myself an A same as Lu, for working hard and making an entertaining trailer, while supporting my group members in their endeavors as well.