

Wrex Retrospective

1 TEAM MEMBERS:

- Brayden Carlson
- Angela De Sousa Costa
- Rocky Au
- Juhyoung Park

2 WHAT WENT WELL?

- We were able to improve or expand upon each other's ideas, which strengthened our design and helped make our game better
- Each of us brought a unique perspective to the project – each of us had an interest in varying genres of games, which allowed us to generate ideas based on our gaming experience
- We were actively engaged, involved and interested in the progress of our design, and strived to make it the best we could
- We had great communication - everyone expressed cool ideas and thoughts about the game
- We were punctual and had great time management
- We set aside time for meetings, and everyone attended each one that we scheduled
- We were able to apply the concept of object-oriented analysis and design that we learned in class to improve our design

3 WHAT DID NOT GO WELL?

- There was a lot of uncertainty during the game design phase
 - We found it challenging to come to a conclusion on how the game should be designed
 - It was hard to encapsulate our ideas into a text game
 - We had to restrict *some* ideas to keep the game at a manageable level for the next phase