What went well: Thanks to some members who have experience with the software needed to develop this game, we had a pretty smooth and efficient start to the production process. Our leader also did a great job in maintaining the smooth production of the project, keeping the team members in check when trying to catch up with the production schedules.

What could be improved: In hindsight, I feel like I should probably be more proactive in communicating with the team. Since the programming role is mostly about applying technical skills based on input from other departments of the production, I tend to lose track of the current situation of the group and the production due to always being on the receiving end.

At least one thing that was surprised: One that that surprised me was that getting C# crash courses from YouTube is very effective and really helped in getting a quick start on programming the game.

At least one thing that you have learnt about groups: During the process of this collaborative project, I have learnt about the significance of the producer/manager role, especially in this type of multimedia production. Group coordination keeps the work flow consistent, which helps a lot with individual time management.