**Evaluating the Process- Level Three Diploma in CMPT**

**Games Design Project**

Discuss your overall experience, reflecting on subject knowledge, research,
your range practical skills, and what you hope to achieve moving forward.

1. **What went well during the games design project?**

**We learned how to make a game mash and how to design it as well we also came up with a level design and how to come up to we are able.**

1. **Why was this?**

**It’s was because I was interest in this sort of thing and I had a lot of motivation in these sort things.**

1. **What didn’t go as well as originally planned?**

**The contest art didn’t go as plan with all the levels that looks similar to the game we were was doing. And the music we were doing was different as with all the time we had to use different thing for it.**

1. **Why was this and what effect did this have on the project?**

**It was like this for the art because we were having trouble with it and then we choises the pixel for all our art like the characters for it game and how it was to come up the design. And it’s was very effect way.**

1. **What ideas were you trying to communicate?**

**The ideas were communicated like the level design and the characters for the game, and even we communicate about the move set for the character and who was doing what design.**

1. **What would you do differently if you were to do the project again?**

**If I have to do this project again I would change is being focus on the project listen to teachers and It will get more of the work but also have small breaks in between so I refresh.**

1. **What methods, skills or industry terminology have you developed throughout the process?**

**I know how to make mashes on the laptop and how to use illustrator to make the mood board. I also music to fit the same of project we also did target audience**

1. **Using bullet points, create a short action plan for what you hope to achieve moving forward.**
* **Focus in lesson**
* **Brakes to refocus**
* **Make notes**