**Game cut scene reflection**

What I did was that I had to create game cut scene but in order to do that I had to create a script using celtx. It took me a couple of weeks to get the script finished and then we would start filming and once we were done filming, I would have to edit my cut scene using a video editing software called adobe Premier pro.

What went well is that I had huge amount of time working on the script and editing it to see what dialogue would fit or what would need to be cut out the script.

What also went well is that when I had finished the script, I was ready to record the cut scene and the recording wasn’t at all time consuming and I had finished recording in one lesson and gave me enough time to focus on the editing.

What didn’t go so well was that I had to record in two location. I had to record the first part of my script outside which didn’t go to bad. I had to record my second part inside but the thing was that I had trouble finding a location to shoot in and once I had found the location we were filming the problem was that there was a couple of reshoots that had to happen because the actors would need rememorize there line in order to get the shot perfect.

If I were to do this again, is that I would make sure I know were to shoot and have the actors learn their lines instead of having to do reshoots. What I would also do it I were to do this next time is that to avoid any disruption. Also, what I would do is that make the actor learn their lines so they don’t forget and make them act the scene out so they don’t have the feeling of not knowing what to do and their comfortable when they are ready.