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| TASK: first design |
| Task explanation |
| *In our first task we had too create our first design for a game including the layout of it and what things would be in the way as I chose to do a platformer game .* |
| Problems |
| *Had too restart which means that I had too rush my design as I didn’t have as much time too complete it as I would have before hand*  |
| Solution  |
| *Make sure that next time I do not have too restart my work so that in the future I can produce better work in general.* |