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| TASK: Detail Design Review |
| Task explanation |
| I was asked to create another paper design of my game level, but it had to be a more detailed design than the last one I made. I was asked to put as much detail as I can by using colours and images. |
| Problems |
| When doing this I faced a few problems which were not getting the right equipment to do this, timing and trial and error. I had kept rubbing out the errors I made, I had to get everything right to its correct detail to finalise my game level. |
| Solution |
| I had fixed these problems by not giving up and concentrating on my work in order to finish it. I had to give more time to my design when in college and at home. |