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| TASK: Game design draft reflection |
| Task explanation |
| I was briefly given a task in which I had to draw out a draft of my game design level on 4 A4 pieces of papers to show my full game in detail. |
| Problems |
| When drawing my draft of my game level I faced some problems which were not knowing how to structure it on a piece of A4 paper but then realised after my teacher gave some advice. I also had to use my rubber multiple times in order to make it stand out and look neat. I struggled with drawing the characters to its correct layout. |
| Solution |
| As time went on I had fixed these problems by asking the teacher for some advice , concentrating , being focused on what I was doing and getting the task done in time. |