**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?**

**The thing that went well was the reception area we built.**

1. **Why was this?**

**Because it looked so realistic and modern.**

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

**The second floor didn’t go to plan.**

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

**Because we spent too much time focusing on the first floor, it didn’t have much effect, but it would have looked more better with a second floor.**

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

**The ideas were inspiring teens to play.**

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

**I would spend more time planning the game out and organize my times properly.**

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

**I have learned that I can put shapes together and make them into anything I want.**

1. **Using bullet points, create a short action plan for what you hope to achieve moving forward.**

**I hope to be better in games design and inspire lots of people.**