

Level-Terrain Post-production Journal

NAME _____ PERIOD 1 2 3 4 5 6

- Title blog post: GAME NAME Level-Terrain Post-production Journal
- Use **Section Headings** in blog post

Summary

- Describe level-terrain post-production stage of your game _____

Working with The Team

- Include evidence of *your* contributions to team
 - 1 - No or little evidence of team interaction/decisions _____
 - 2 - Few references to conversation, but no decisions _____
 - 3 - Some references to conversation, decisions with team _____
 - 4 - Many references to conversation, decisions with team _____

Evolution of Design

- Include evidence of *evolution* of *your* level-terrain design
 - 1 - Little or no terrain growth, little or no work recorded _____
 - 2 - Some terrain skill growth, stated or listed sample _____
 - 3 - Detailed terrain growth & description of samples _____
 - 4 - Detailed terrain growth & explanation of samples _____

Design Issues and Fixes

- Include evidence of problems solved in *your* design
 - 1 - Little or no problems solved, with no sample _____
 - 2 - Some problems solved, with a sample _____
 - 3 - Detailed problems solved, with samples _____
 - 4 - Detailed problems solved, explanation of samples _____

Evaluation of Final Design

- Evaluate the game level-terrain
Did it achieve the original vision?
 - Technically, how? _____
 - Creatively, how? _____

What I Learned in Post-production

- Explain what you **learned** in post-production _____
- Link to **tutorial resources** you used to learn _____
 - Describe how you **used the resources** _____
- Use proper grammar; (i.e. 'i', complete sentences) _____

20 POINTS TOTAL _____

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