

Makerspace Fraction Challenge

Project Self-Reflection

Student Name: Jaitin

Project Name: Dragon Home

1. What is the most important thing you learned in this project:

That you can play a game that helps you learn even though it is fun and can be boring but that doesn't matter as long as it helps you.

2. What do you wish you had spent more time on or done differently:

I wish that I could have spent more time on the dragon. Then I would make it look better and stop its head from falling off.

3. What part of the project did you do your best work on:

The dragon's house. I think that it is the most worked on because I took a day just working on its roof and corners poles.

4. What was the most enjoyable part of this project:

Having other people play and getting their feedback on the game so that I could come out with Dragon Home 2.0 which will be better and receive better feedback.

5. What was the least enjoyable part of this project:

Having to smooth down the sphinx's skin and constantly have to shoo the other people who were staring at me.

6. How could you change this project to make it better next time:

I could add attachments to the dragon and make more questions and more money and make more dragons. I could make it larger so that everything is bigger to make it easier to play. I could upgrade the sphinx to make it visually appealing.