**PROJECT POSTMORTEM**

***Alice Baker***

***Design Masterclass***

I have gained a lot of knowledge from this project after doing some thorough research. Before this project, I hadn’t used a virtual reality headset before or developed anything for Oculus Rift. I started off using Unity to develop my project, then decided to move into Unreal Engine, so I now know how to set up the Oculus Rift headset in both game engines. I have experimented with using water and particle effects for the first time in Unity, although this wasn’t in the final experience. I’ve modelled organic material which I hadn’t really done before, such as the palm trees. I’ve had a go at making my own hand-painted, stylised textures which I hadn’t done before which I really enjoyed. I was able to get all of my assets finished which I believe have met the brief, so I could get it play tested for user feedback and iterate using this feedback. I was able to communicate efficiently and meet with my specialist tutor to graciously accept helpful feedback to improve my project. I have kept my design document up to date and followed my project milestones each week, falling behind on a few weeks, which meant that I just had to shuffle a few tasks around to get back on track. I sent out a questionnaire to help me better understand a collection of people’s idea of tranquillity, which gave me inspiration for this part of the project. From here I was able to gather images to make mood boards for reference, which I used throughout the project. I believe that with a lot of trial and error, I have completed this brief in an innovative way which is something I can now display in my portfolio.

Although I think I’ve managed my project well, I think I could’ve managed my time a little better. This could be due to having other modules on at the same time with higher priority. I started off committing a lot of work to GitHub towards the start of the project, then didn’t upload anything for the next couple of months. I think I could’ve studied more into stylised modelling and texturing, which I didn’t give myself a lot of time for. I think I achieved a good stylised style, but I would’ve liked to experiment more with making my own textures.

After receiving Mike’s feedback from Dreadnought Studios, I’m very happy with the response and will be using his feedback to develop this project. I’m hoping to work on this project in the near future, by studying animation to enhance this environment. I would like to know how to create some subtle animations such as wind chimes moving to match the sound, trees swaying in the wind, shooting stars across the sky, and anything else that would help bring this environment to life.