**Brock Barlow**

**ID #1113**

**AIE\_CIP\_CODE\_11.0804**

**ADGP\_225\_Major\_Productions**

**Post Mortem**

**Metallic Clashers Post Mortem**

**1a.What went well (team):**

-**Communication**. For the most part, communication between team members was understandable and frequent.

-**Project Planning**. Everything from uml creation and explaining, trello board organization and workable tasks, project folder structure and documentation was done very well on the programming side of things.

-**Github Version Control**. With a few exceptions, work was versioned successfully into the project.

-**Time Flow of Work**. For the most part, team members worked on and finished tasks given to them in a timely manner and added to the project asap.

**1b.What went well (myself):**

-**Communication**.Between myself and my fellow team members (programmers), we were readily available to communicate to with each other in both person and online (slack chat). At times, some things were not clear, but these issues were rectified.

-**Project Planning**. Creating uml designs for my features went well and followed a standard. I made sure to have tasks available for team members and everything was organized. Made sure to explain the overall idea of the game to team members.

-**Github Version Control**. All work that was done by me had no conflicts and was successfully versioned into the project.

-**Time Flow of Work**. The different tasks assigned to me was done in a timely manner and added to the project asap.

**2a.What went poorly (team):**

-**Minor Github Version Control Errors**. Not all team members remembered to update after a pull request was merged, causing conflicts with the project. These issues were fixed quickly.

-**Communication**. Not all team members were actively talking to other members, regardless if it was a question or a comment about the project. This resulted in incorrect work being added to the project.

-**Incorrect/Unknown Art Assets and Format of Art Assets**. It was continuously stated in person and in the slack group chat channel how art assets would need to be formatted and what assets were needed for the project. This incorrect work led to issues and put a strain on work time flow for all members.

-**Time Flow of Work**. Not all team members worked in a timely manner. Certain things that were needed to be put into the game took far too long to obtain from certain members. Things that did make it into the project was worked on for an extended amount of time.

**2b.What went poorly (myself):**

-**Communication**. While it was easy to talk to some team members, some members didn’t use slack to talk to other team members at all or very little. Some messages were not placed in the group chat but as private messages.

-**Incorrect/Unknown Art Assets and Format of Art Assets**. It was difficult to work with some of the art assets as some were not the right format while others were just placed into the project folder. Instead of doing good version control, there were different versions of the same asset within the project folder.

**3.How to improve items from 1a:**

-**Communication**. Continue to use slack to ask questions and to update other team members.

-**Project Planning**. Continue to plan out and write out problems and solutions before working on the project. Make sure the team has access to available resources.

-**Github Version Control**. Continue to version work and ensure that conflicts do not occur and if there are conflicts, fix them asap.

-**Time Flow of Work**. Continue to work on task(s) in a timely manner and submit work when done.

**3.How to improve items from 1b:**

-**Communication**. Continue to use slack to ask questions and to update other team members.

-**Project Planning**. Continue to plan out and write out problems and solutions before working on the project. Make sure the team has access to available resources.

-**Github Version Control**. Continue to version work and ensure that conflicts do not occur and if there are conflicts, fix them asap.

-**Time Flow of Work**. Continue to work on task(s) in a timely manner and submit work when done.

**4.How to avoid items from 2a:**

-**Minor Github Version Control Errors**. Insure that all members of the team update their version of the project to avoid any conflicts.

-**Communication**. All team members need to communicate more and be more specific with what needs to part of the project.

-**Incorrect/Unknown Art Assets and Format of Art Assets**. Ask questions as to what the assets are and how do they need to be implemented into the project.

-**Time Flow of Work**. Insure that when a task(s) is given, it must be worked on in a timely manner. If the current task is causing blockers, hand that task over to another team member. As soon as a task is done, it must be submitted asap to see if their are any complications with the submission.

**4.How to avoid items from 2b:**

-**Communication**. Remind team members to use slack or other chat programs to talk to other team members and state what and how something needs to be implemented into a project.

-**Incorrect/Unknown Art Assets and Format of Art Assets**. Ask questions as to what the assets are and how do they need to be implemented into the project.

**5.My contribution(s) to the project was:**

-Coming up with the main idea for the project.

-Creating and monitoring the github repo for this project.

-Creating and monitoring the programmer trello board for this project.

-Creating and monitoring the slack channel for this project.

-Setting up the project in unity.

-Came up with the concept of the battle camera for combat scene of game.

-Created the input manager script.

-Created the battle camera script.

-Creating the level up formula and script for the player.

-Creating both the items the player would use and the item manager to handle said items.

-Created the credits scene for the game.

-Made various edits to the title scene and credits scene.

-Made builds of the project and placed them on devices to test them.

-Creating my own post mortem.

-Added to the main documentation file.

-Created a readme document for the project

-Created a source code document for the project

-Created a release page on the github repo

-Created a standalone and web build of the project