**PROJECT POSTMORTEM SUBMISSION FRIDAY 4TH MAY 2018**

Once you have made your final presentation WE NEED YOU TO SUBMIT THE FOLLOWING COMPONENTS UPLOADED TO A SEPERATELY LABELLED GITHUB FOLDER

1. A SINGLE PAGE OF A4 (MAXIMUM) WHICH LISTS THE OVERVIEW OF THE ASSETS YOU HAVE PRODUCED FOR THE PROJECT, WHETHER THEY HAVE MADE IT INTO THE FINAL GAME OR NOT.
2. A COMPLETED REVIEW OF THE PROJECT **USING THE TEMPLATE PROVIDED BELOW**. PLEASE REMEMBER THAT THE MORE DETAIL YOU ADD TO THIS COMPONENT THE EASIER IT IS FOR US TO JUDGE YOUR WORK. SO AVOID SINGLE LINES OF TEXT. **EXPLAIN WHAT YOU MEAN**.

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| **STUDENT NAME** | Connor Wilby |
| **PROJECT NAME** | Mythos |
| What do you think went well on the project? | I had a good idea of what I wanted to do and communication with Stuart was pretty good (In addition to the emails, I meet with him once a week for D&D so If I have any questions that need to be asked I often ask them then). The UI creation portion of the project went very well as I planned it out thoroughly. |
| What do you think needed improvement on the project? | My time planning for the project could have been much better and actually converting/showing the cards should have had as much thought as the UI.  I also wish that I had begun this project as soon as the semester started, as that would have given me a lot more time on it, however I am happy with the amount I was able to get done in that time. |
| What do you think of your own contribution to the project? | Solo project |
| **OVERVIEW** |  |
| **Thinking about the project you have worked on this year, what are the important lessons that you will take away from the experience for your next group project?** | Thoroughly planning out all aspects of the project beforehand instead of just some of them is important, and regularly updating the client on what is happening with the project is ideal. |