Hunting Season – Group Post Mortem

# Mark weightings:

|  |  |
| --- | --- |
| Oliver Bourne | 5 |
| David Dunnings | 24 |
| Sam Endean | 24 |
| Craig Tinney | 23 |
| Daniel Weston | 24 |

# Group points

Better emphasis on communication between group members would certainly be an improvement. This includes arranging work sessions with other members.

* Arranging work seasons
  + As a team we had communication breakdowns in working as an entire group these could be due to the use of Facebook as a medium, as periods of busy notifications can cause the chat to get “lost”.
* Comment code
  + Issues with code readability and purpose for other members of the group.
  + Especially prevalent when more than one person was working on the movement scripts.
* Planning
  + As a group we feel that the planning stage went well, we iterated many ideas.
  + We explored and expanded ideas well as a group, with input from everyone.
* Development
  + Went without too many hitches (as seen from the final product), everyone’s work slotted together appropriately.
  + Had people working to help others in areas.
* Deployment of tasks
  + From this experience we need a central system to illustrate current jobs, progress and issues
  + Git tracker and jobs
  + Trello

Hunting Season – Individual Post Mortem

In general I feel like the project was successful and the final product is a solid game that we could develop further to produce a commercial product. In the following two sections I will outline the positive and negative aspects of how the project went respectively.

Positive aspects - I feel like the communication between contributing members was outstanding throughout the project. During the conceptualization stages of development, everyone had useful input (including myself) that we unified to create several distinct and appropriate game ideas. We distributed tasks equally and fairly by communicating our strengths and weaknesses effectively. During development, if someone had an issue they contacted other members of the group for advice. When a team member had completed their assigned tasks, they quickly contacted other members to find out what was needed of them. One positive aspect of the project from my point of view is that all of the code that I contributed to the game worked as intended. I achieved this by accepting responsibilities for the tasks that I had previous experience with. After the project was completed we met up to discuss how we felt everything went. We all expressed our opinions and came up with goals to work on when we undertake our next game jam together.

Negative aspects - The biggest issue during the project was the breakdown in communication between one member and the rest of the team. Early in the project I noticed that the team member in question was struggling and I feel like I could have reciprocated to the issue quicker and more tactfully to better involve him with the rest of the group. Another issue is that I believe that my input into the game resolved to more than 20% of the total overall work. This is not good as it shows that I was not communicating with the team as effectively as I could. For example, when I modified the movement script to incorporate the particle systems it would have been better if I asked the team member who was responsible for that script to do it instead. I do believe that part of the reason for my over-contribution was due to the fact we had one group member who was not involved. This led to me over-compensating for how much work I believed I needed to contribute.

# Individual Development Plan

Moving forward, I will attempt to better communicate with any team members that may be slipping behind. I will do this by sub-sectioning the project into much smaller tasks which we can all regularly check-in. One method for doing this will be to use a task-management platform such as *Trello* or *GitHub’s Issue Tracker*. I feel like sub-sectioning tasks will allow each team member to monitor not only their own progress better, but their colleague’s progress as well. I also need to feel less inclined to take on so much work. If I have a task which encompasses a large amount of sub-tasks, I will distribute the task amongst my colleagues appropriately.