**PROJECT POSTMORTEM**

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| **STUDENT NAME** | Ogheneochuko Ideh (S174578) |
| **PROJECT NAME** | Design Masterclass Interactive Map |
| What do you think went well on the project? | Going forward with the brief, one thing I believe went well was the allocation of the two separate types of the group meeting. The initial meeting consisted group members and served the purpose of gathering the overall thoughts, concerns and individual contribution of group members to effectively gauge the current progression of the project. The second variations of group meetings consisted of group members as well as Melanie and Damian, this went well as it served the purpose of communicating subjects discussed in the prior meetings with our constituents at the museum.  Additionally, the formation of two separate groups, as opposed to one, was another component of the project I believe went well. Utilizing two smaller groups allowed for individual group members to contribute more time and resources to building a polished product that neatly adheres to the initial product pitch as opposed to struggling to effectively assign meaningful 'SMART' tasks because of one singular group.  In conclusion, I believe Melanie and Damian were pleased with our external negotiations with them as well as the final products that were delivered. |
| What do you think needed improvement on the project? | The project the group had encountered quite a few hiccups when pertaining to the communication and overall clarity between stakeholders and the group itself.  The initial arrival of this issue was near the beginning of the project when the group was split into two smaller teams. Both teams meet and pitched separate possible concepts to Melanie and Damian. In these pitch presentations both teams presented milestones and delivery dates for their respective products, to which stakeholders agreed on. Following the presentation, it was made clear that stakeholders will then hold a meeting with Rob in which the probability of the pitched concepts where discussed. Furthermore, it was heavily implied that teams may only begin their projects once confirmation from Rob, Melanie and Damian was received.  Following this, two weeks passed without any confirmation or exchange between either party involved.  the lack of activity being shared from either side the subsequent milestones and delivery dates where compromised. |
| What do you think of your own contribution to the project? | In my opinion most of my contribution can be epitomized by the overall art direction of the ‘Interactive Map’ project of the module, with the remaining of my contribution going towards generating ideas and concerns during key group meetings as well as documenting museum meeting meetings in the absence of Heather.    Following our initial meeting liaising with the museum, we discussed splitting the group into two smaller teams and assigned one member of each teams to produce a style guide that will encompass the entire art direction for their respective games.    Following the initial meeting I was tasked with developing the style guide for the ‘Interactive Map’ game. The style guide I created consisted of, mood boards, concept art, an introduction to the general art direction and a game mock up, the latter of which was used as visual aid for our pitch presentation.  As part of my contribution to the project, I worked on several major art assets including; the main map used for the ‘Interactive Map’ game, game backgrounds, digging site assets and the ‘Basil the Mammoth’ art asset. Additionally, I had developed several design documents, concept art pieces and mood boards for their respective assets.  In conclusion, when pertaining to the vast number of students who worked on the project, I believe I had contributed quite enough work to secure a high mark. |
| **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?** | An important lesson I learnt looking back on this project, is the importance of group management in addition to being able to use the appropriate tools to adhere to a professional standard.  Utilizing management software such as Jira would allow group members to efficiently monitor the number of working hours logged by group members, successfully isolate and deal with any possible ‘blockers’, and additionally create/manage a project backlog to give clear insight on project progression.  In conclusion by taking a more professional look to project management, group members could properly prepare and produce and deliver tasks on time in addition to prioritizing working hours based on the importance of the tasks. |

**Asset List**

Basil The Mammoth

[Basil.png](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Interactive%20map%20assets/Basil%20The%20Mammoth/Basil.png)

[Correct emoticon.png](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Interactive%20map%20assets/Basil%20The%20Mammoth/Correct%20emoticon.png)

[Incorrect emoticon.png](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Interactive%20map%20assets/Basil%20The%20Mammoth/Incorrect%20emoticon.png)

[Moscot Design Document.docx](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Interactive%20map%20assets/Basil%20The%20Mammoth/Moscot%20Design%20Document.docx)

[Netrual emoticon.png](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Interactive%20map%20assets/Basil%20The%20Mammoth/Netrual%20emoticon.png)

Interactive map assets

[Backdrop\_01.png](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Interactive%20map%20assets/Backdrop_01.png)

[Backdrop\_02.png](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Interactive%20map%20assets/Backdrop_02.png)

[Cloud\_01.png](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Interactive%20map%20assets/Cloud_01.png)

[Map\_01.png](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Interactive%20map%20assets/Map_01.png)

[Master PSD file.psd](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Interactive%20map%20assets/Master%20PSD%20file.psd)

[digging site.png](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Interactive%20map%20assets/digging%20site.png)

Style Guides

[Interactive Map Game 2.docx](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Style%20Guides/Interactive%20Map%20Game%202.docx)

Game 2 pictures

[Exploring artsyle.png](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Style%20Guides/Game%202%20pictures/Exploring%20artsyle.png)

[MOOD BOARD.png](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Style%20Guides/Game%202%20pictures/MOOD%20BOARD.png)

[Mockup draft one.jpg](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Style%20Guides/Game%202%20pictures/Mockup%20draft%20one.jpg)

[Mockup draft two.jpg](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Style%20Guides/Game%202%20pictures/Mockup%20draft%20two.jpg)

[Updated moodboard.jpg](https://github.com/HeatherBishop/DesignMasterclass/blob/master/Style%20Guides/Game%202%20pictures/Updated%20moodboard.jpg" \o "Updated moodboard.jpg)