**PROJECT POSTMORTEM**

Once you have made your final presentation WE NEED YOU TO SUBMIT THE FOLLOWING COMPONENTS AS EITHER PRINTED HARD COPY, OR ON A CD OR ON A USB.

1. A SINGLE PAGE OF A4 (MAXIMUM) WHICH LISTS THE OVERVIEW OF THE ASSETS YOU HAVE PRODUCED FOR THE TWO PROJECTS, 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** | Daniel Jamieson |
| **PROJECT NAME** | You are here exhibit, design masterclass |
| What do you think went well on the project? | I feel that the initial pitches for the games went well as both games were asked to be made. I enjoyed working in both teams as this game me a good understanding of how the two games rivaled and complimented each other. Heather has helped with the project, offering advice if needed and taking the lead role to inure we delivered the games promised in the pitch. |
| What do you think needed improvement on the project? | The group working on the interactive map had poor communication. This left a lot of art work uploaded late, meaning that implementation of the assets was done close to the deadline.  The client was also late to reply to some of the emails, and did not have the pictures of the artifacts ready until December.  I feel that our group could've produced more work towards the final interactive map product, I feel that I have contributed more to the project than my former group members as they have only produced art assets and have left the making of the game to me. If they would've helped, then the game would have been completed earlier, meaning more polish could have been added to the game. It would also have taken away some of the stress I experienced while finishing up the game. |
| What do you think of your own contribution to the project? | I think I have completed a large amount of the groups work, as I was only asked by 2 of the group members what they could do. Unfortunately, on their machines, the game became a mess of critical errors and the code was using the “Touch” input method, meaning that a computer without a touch screen could not be used to play test the game.  I advised the others not to come to the museum on the morning of the 5th as it would be bug fixing on a single laptop and there would be little to nothing for them to do. After polishing the games to the current form, I informed Melonie of what to do and how to load the games up. |
| **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?** | I should not start creating the design of the game with little input from designers as this leads to a lot of unneeded changing to different mechanics and user interface.   Communication from all members of the group is needed for everyone to have the same idea of where the game will be heading.  I also believe it is best not to do the same task twice! Research should have been a joint task between the groups. |
| **ESCALATION** | N/A |

Asset List:

Brainstorming.

Help with initial code for Timeline game.

Compilation of all assets in the Interactive map game.

All bug fixing of Interactive map.

Setting up needed systems for museum machines.