**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.

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| **STUDENT NAME** | Jamie Chandler |
| **PROJECT NAME** | Design Masterclass Museum Project |
| What do you think went well on the project? | I think that the overall project went well. Communication between members was good and we were all able to keep in contact efficiently. We attended various meetings with the project leads throughout the duration of the project and every time we did so they were impressed with the project. I think that we produced a viable product that met the brief well and we did so in a short space of time due to project constraints that were out of our control. |
| What do you think needed improvement on the project? | There were a few things that I feel needed improvement on the project some of it being out of our control. I feel as though the size of the project grew too big too fast. The project brief was fantastic and I was really looking forward to meeting it however it quickly came to light that there were too many people on the project and that set us back a few weeks as we decided how to proceed. I feel as though sometimes communication could have been better in that sometimes I felt like I didn’t know where I stood in the project. Sometimes we seemed to be working at a ten-person team and other times it was half that. There needed to be more clarification on how we went forward. Lastly, I feel as though the timeframe we were given was fair but it appeared week after week was wasted because we had little communication from the Museum on important matters. We still managed to produce a project to be proud of however I feel as though it could have been so much more if things had been more organized on their part. Project management could have been better too. If we had utilized Jira I feel as though the project would have been more streamlined and even though we had a large member count there still would have been plenty of opportunity for people to play a part in the project. As it went, we just completed parts of the project when we felt like it and that sometimes led to work being unused or even un-uploaded. |
| What do you think of your own contribution to the project | My contribution for this project has been fine however very few of my assets made it into the game if any because of the structure of our project. When I first signed on to the project I was expecting it to be a team of three or four maximum. This quickly turned into far more than I had anticipated and for me at least, it felt as though sometimes there was nothing I could do as there were other people in the team that could do a better job than I could. This meant that I would complete parts of it at home and then it would never get uploaded to the GitHub because another member had completed it too but to a better standard (in my opinion). Our project idea was straightforward and so as far as work goes, there wasn’t a whole lot to do outside of a few major parts such as a world map. This meant that sometimes tasks were completed without me even knowing despite agreement that I’d participate or do that part myself. |
| **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 have learnt that project management on such an important brief as this is a necessity. Even though we pulled off a great product that I feel met the brief fantastically I can only imagine what we could have accomplished if we had used proper project management software such as Jira. I have also learnt that having an efficient communication pipeline between the project managers (Museum) and the team working on the project is absolutely necessary. I can’t count how many times we were clueless on what to do next because we hadn’t heard back from the Museum staff and even though our project spokesperson pushed for responses that didn’t seem to help all that much as sometimes responses would be void of what we actually needed to continue with the project. I have also learnt that I should push to make sure that I get my work out there and I get it noticed. All the work that I did do at home could or would still have been used if I had thought to pass it over to the GitHub just in case. As there wasn’t any project management software used, I didn’t think to upload anyway I just thought that because the work had been done to a great standard we didn’t need mine anymore so I left it. Looking back on it, as with every other project on the course, I should have uploaded it anyway and it would have been there for reference or usage if it came to it. |
| **ESCALATION** | No one was escalated. |

Asset List – Jamie Chandler

* Initial research and later research into other aspects (history, objects etc).
* Initial idea for our game.
* Brainstorming various aspects of gameplay.
* Assistance in the creation of presentations.
* Attendance of meetings and presentations.
* Minor assistance with parts of the game map (ideas, corrections, additions etc.)
* Artwork that can be found in these directories:
  + <https://github.com/HeatherBishop/DesignMasterclass/tree/master/Interactive%20map%20assets/Edited_Images_Jamie>
  + <https://github.com/HeatherBishop/DesignMasterclass/tree/master/Interactive%20map%20assets/UI_Concepts_Jamie>