**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** | Jordan Marks |
| **PROJECT NAME** | You Are Here Exhibit: Interactive map |
| What do you think went well on the project? | The start of the project from the coming up with the idea. Getting to work with people I would not normally work with. Learning about the Items in the exhibit was also very enlighten. |
| What do you think needed improvement on the project? | There was a lack of comms between yourselves and the museum. Also a lack of comms between the two teams. This leads to misunderstanding. This in turn lead to a lot of explain and fixing issues that we could have used the time we lost to improve the game and get it finished earlier. |
| What do you think of your own contribution to the project? | I started the project off well. Helping to design the game and Presentation. I wanted to deal with the questions and the research part of the game. Yet I kind of ended up helping to come up with the design of the map and character of the game due to coming from Ipswich. I was used as a sort of knowledge bank. The questions were done by someone with myself helping out due to how long it took for us to get the information we needed. |
| **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 think overall I enjoyed the project and I would do it again. Just I would like to try and do stuff myself and not end up helping others as it gives me the feeling that I didn’t add to or make much for the project. |
| **ESCALATION** | N/A |

Helped to come up with the design idea for the character Basil the Mammoth.

Helped to come up with the design for Map for the game

Helped come up with the Current Object Info and Question list.docx

Co-made Extra Questions and Object Info.docx

Helped with initial idea for the game

Helped with Initial pitch for game

Bug fixing

Playtesting.