**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** | Oliver Chamberlain |
| **PROJECT NAME** | You are here exhibit – Design masterclass |
| What do you think went well on the project? | I think that the project went well. Towards the beginning of the project we split into two groups which we ended up keeping, with the exception of Daniel moving groups to split up the programmers, in order to develop an idea to pitch to Melanie.  When it came to pitching the ideas to Melanie, I feel the presentations went well and both groups managed to convey the concept quite well, aside from a few minor details which were clarified following the presentation.  In the group I worked with, I feel that the art load was split quite effectively; and where members were not comfortable with doing art assets such as was the case with Lewis, research was conducted instead. I was the sole programmer of the project and was able to create the initial working prototype quite quickly which meant that we were able to showcase the game to Melanie on multiple occasions to ensure that she was happy with the direction of the project.  Heather took the mantle of project manager and, I feel, filled this role effectively. She was responsible for the majority of communication with Melanie and organizing all of the meetings with her. She also kept the group on task quite well. Towards the end of the project when it came to polishing/ making sure all assets were implemented, Heather also took charge of implementing all of these.  While email communication was quite lacking at times, the group did meet in person often enough to communicate the important issues and when members required feedback or advice from a specific person then this was handled in personal messages. |
| What do you think needed improvement on the project? | I think communication as a whole was an issue between ourselves and Melanie, communication via emails within our sub-groups and communication between the two groups.  For example, the timeline game was very close to completion and a few days before the project’s completion date, we found out that the interactive map game was missing some assets. If we had learned of this earlier then more help could have been given, because the majority of assets for the timeline game were completed, members were potentially free to create assets for the other project or the other team could have made use of assets made for the timeline game. |
| What do you think of your own contribution to the project? | I feel like I made a significant contribution to the project, being the sole programmer on the project, I was responsible for creating the game and making any bugfixes that were required and making any changes as needed during the iterative process.  I managed to finish the initial prototype quite quickly once I started which allowed us to both begin the iterative process quickly and to show the game to Melanie on multiple occasions.  I attempted to be of use with any questions that members had about the game, especially with implementing any assets or any polishing that needed to be done.  Alongside this I attended any relevant presentations or meetings with Melanie with the exception of those at the beginning of January. |
| **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 the biggest lesson of the project is to make sure that you communicate often with the client to ensure that you have the correct information and are keeping them up to date on your progress.  We also didn’t manage to conduct much playtesting and this would be something I would like to have changed because we needed to make sure that the game would appeal to the target audience in the way that we envisioned. |
| **ESCALATION** | N/A |

Asset/contribution list:

* Attending meetings
* Attending presentations
* Designing the game
* CharController.cs
* CharacterCreation.cs
* CharacterSpawner.cs
* CharacterUI.cs
* TimeChecker.cs
* TimelineManager.cs
* TouchController.cs