**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** | Caitlin White |
| **PROJECT NAME** | Design Masterclass Interactive Map |
| What do you think went well on the project? | I think the initial part of the project went well. We were able to work together to brainstorm and create an idea that would fit well into the museum exhibit. I think we also presented it well to the museum and they seemed keen on the idea. The group meetings and meetings with the museum were informative and ensured we kept on the right track. |
| What do you think needed improvement on the project? | I think there was a lack of communication towards the end of the project which caused misunderstandings later on and caused some tasks to be rushed towards the end. Unfortunately, I also think there was a lack of contribution from some members of the group which meant that some things didn’t get done and there was a larger workload for some people. It also took us some time to receive information from the museum (such as a definitive answer to what technology we would be using to display the games and acquiring some images of the artifacts) which slowed us down at the start of the project. |
| What do you think of your own contribution to the project? | I think I contributed well to the project. I created a lot of assets for the game – I edited the images to have a framed version and a transparent version so we had the option of which we implement into the game and I also created various UI assets. I also spent time reading articles about past times in Ipswich which helped give me some information and context about the museum exhibit and the objects featured in it. This research also helped when it came to creating questions and information based on the information and images we received from the museum as I had some prior knowledge in that area. I also showed the first draft of the questions and information to the museum during one of our meetings to ensure that the questions I were producing were suitable for them and also took any feedback about the questions on board and made adjustments where needed. When there were issues raised towards the end of the project, I was quick to respond to emails and did my best to work quickly and efficiently to remedy any issues that were had with assets and information. |
| **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?** | Communication is key – I think problems with lack of communication or miscommunication held us back during this project which meant problems occurred towards the end of the project which shouldn’t have happened as we should have sorted it all sooner. |

**Asset List**

In folder ‘Interactive Map Assets’

* Current Object Info and Question List
* Updated Questions and Information
* Extra Questions and Object Info (Joint work with Jordan)
* UI Assets.png

In folder ‘Interactive Map Assets’ – ‘Edited Images’  
Here I uploaded edited images of the museum artifacts. Some I added a frame too and others I also created a transparent version of.

* Alderton Shoes.png
* Bluecoat Boy\_Transparent.png **and** Bluecoat Boy.png
* Boss Hall Brooch.png **and** Boss Hall Brooch\_Transparent.png
* Caulking Hammer.png
* Cobblers Tools.png **and** Cobblers Tools\_Transparent.png
* Footmans Bags.png
* Gaumont Programmes.png **and** Gaumont Programmes\_Transparent.png
* Holywells Badge and Tie.png **and** Holywells Badge and Tie\_Transparent.png
* Ipswich Lyceum.png **and** Ipswich Lyceum\_Transparent.png
* Ipswich Torc.png **and** Ipswich Torc\_Transparent.png
* Ipswichware.png **and** Ipswichware\_Transparent.png
* Pansy Wash License.png
* Prehistoric Tools.png **and** Prehistoric Tools\_Transparent.png
* Racecourse Bell.png
* Rapier Sign.png **and** Rapier Sign\_Transparent.png
* Ridley’s Cap.png **and** Ridley’s Cap\_Transparent.png
* Ropemaking Machine.png
* Silk playbill.png
* Tablecloth.png
* Trade Tokens.png

In folder ‘Interactive Map Assets’ – ‘Additional UI Assets’

* Basil Tutorial and Win screen assets.png
* Basil Tutorial and Win screen assets.psd
* Different sized buttons and text boxes.png
* Main Mock Up.png **and** Question Screen Mock Up.png

Also assisted in initial brainstorm and creation of idea and the initial powerpoint. I have also uploaded an Interactive Map references document.