**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** | Thomas Wenman |
| **PROJECT NAME** | Timeline game |
| What do you think went well on the project? | The communication and planning in the group I was in was professional. We met up frequently to discuss plans and ideas for the timeline game. This involved style guide creation, brainstorming and fair amounts of work allocated between group members. |
| What do you think needed improvement on the project? | The assets we had to draw/ reference from weren’t given until a later date so the group members had to do a lot of research into what the objects looked like and the information about them. |
| What do you think of your own contribution to the project? | I helped brainstorm and pitch some ideas in the early development stages of what we could add to the game and how to appeal to all age groups. I pitched the character idea in the presentation alongside my other group members. This then led to me following the style guide of which Courtney created and produced 5 images that represent the history of Ipswich. I also took up the creation of some UI pieces such as text boxes, the timeline itself and text box backgrounds. |
| **OVERVIEW** | The project we created in our group went well as we all knew what we were doing and we also helped each other out if anyone was stuck. Heather done an amazing job on maintaining our group and made sure that everyone was updated on what was going on. I enjoyed working with the members and would happily do it again. |
| **ESCALATION** | N/A |

Asset / Contribution List;

5 JPEG’s / Photoshop files for the artwork I created for IP3.

Research towards the assets I had to draw

UI artwork

Presentation contribution

Brainstorming for the idea contribution