**PROJECT POSTMORTEM**

Design Masterclass

S177026

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| **STUDENT NAME** | Lewis Wilden |
| **PROJECT NAME** | Ipswich Museum Brief |
| What do you think went well on the project? | At the start the group size was large for the project so we decided to split the groups in to 2 groups of 5, this made the communication better and a lot easier. This allowed us to deliver 2 products with the time given to us.  The biggest benefit of working in a smaller group was everyone supporting each other if they had issues, in my experience I had issue doing the art assets as I’m not that strong in photoshop so I passed my tasks to Courtney whilst I focused on more research with the artifacts.  In my team, we had constant communication through social media, we also kept Melanie in the loop giving her development updates and asking any question we had. All members of my team would meet at least once every two weeks or if someone wanted to meet, we would discuss any updates or problems we had with the project.  Overall our team created a game that worked correctly and focused on the artefacts in the museums exhibition. |
| What do you think needed improvement on the project? | At the start of the project I believed the group was too large for the project luckily, we decided it would be best to split the groups and create 2 groups.  One of the issue we had was we were very reliant on Melanie when it came to the artifact list and pictures. It set back the development time a few weeks which gave us less time for playtesting the final project.  The communication between the two groups became an issue, which led to misunderstandings on what they are creating. We spent a lot of time explaining the projects when we could’ve spend that time making them better.  The other team had an issue with the amount of work given to one person, certain people were doing a lot more work than others + work left till last minute. |
| What do you think of your own contribution to the project? | I have helped with the overall design of the timeline project and research the artifacts and images for the project. I also attended all the group meeting and the presentations with Melanie.  Playtesting the final build of the timeline game to make sure everything was working how it should.  The project we created was defiantly a team effort, everyone had ideas and input that added to the project. |
| **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?** | Needed more information from Melanie at the start of development e.g. artifact list and pictures. If we had this sooner we could’ve spend more time playtesting and polishing.  Lack of playtesting, the programmers had a lot of work to do in the final few days of development because the lack of bug finding and play testing.  Clear description on the brief, at some points in the project the group was unclear of the marking scheme and/or what Melanie wanted. |

Contribution

* Help with initial idea and pitch for the game
* Help decide on the design for the Timeline game
* Playtesting final build
* Attending Meetings
* Brainstormed ideas with the group
* Attending Presentations
* Researched the artifacts and uploaded the pictures