**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** | Heather Bishop s17780 |
| **PROJECT NAME** | Obscure Sorrows |
| What do you think went well on the project? | A lot of dedication and hard work was put into tasks and contributions. The theory was sometimes used to make informed design decisions about the game. The team communicated fairly well, and was quick to report problems with tasks.  The game was iterated regularly and ruthlessly with no game play features being kept that didn’t add to the player experience. |
| What do you think needed improvement on the project? | Brainstorming sessions should have had more direction and should have continued throughout the process to generate or iterate ideas.  Communication was, at times, challenging when discussing the art and narrative, technical jargon should have been relied on more heavily to portray ideas in a common language.  Paper prototyping should have been used to be certain everyone understood the game in the same way, and to rapidly iterate mechanics and dynamics.  There was very little symmetry between the gameplay and the narrative, the narrative and art being used exclusively to fulfill the brief and the gameplay was essentially tacked on.  Making use of the backlog properly, to be sure everyone knows what the bigger picture is and where the project is in relation to the finished product.  Better management of tasks (progress and when they will be completed, how they add to the final product) and the way in which they are disseminated on GitHub, and in emails, and more frequent mid-sprint communication. |
| What do you think of your own contribution to the project? | I think I was proficient with the meeting minutes, presentations and email communications. I should have run weekly meetings for longer, and to go more in depth with what the sprint was trying to achieve for that week.  I think communication broke down between the group towards the end, because we failed to communicate using correct terminology and I as a manager should have been leading by example.  I also think I got very frustrated at certain intervals with questions that I felt were already answered, and moments of individuals trying to have their own way in all design choices. I think this made group meetings more challenging than they needed to be, and again as the manager I should have set a better example and confronted the problem head on (in a professional way), rather than opting for a quiet life.  I think the initial brainstorming sessions and meetings went well, that I made good choices to have the meeting at a café to make it more informal and put the team at ease. This allows a good starting atmosphere and for us to break the brief down and get some ideas on paper. However I failed to maintain this level of attention to detail and meeting success as the weeks progresses. |
| **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?** | That I will not end meetings until everyone fully understands the game, and why the choices have been made in the way they have. Even if the person explaining their choices gets frustrated.  Brainstorming is key, and must be structured appropriately to generate maximum ideas.  Ideas must be applied with the use of theory to create an player experience that fulfills the brief.  Keeping the brief as the center concept, with all other ideas generated around it, is paramount.  I will not allow my personal frustrations to be visible and affect anyone else in the group.  I will be less cautious of taking the initiative when management work is not being completed.  Delegation will become a part of my management process, with tasks tailored appropriately to peoples ability and effort.  Email communication needs extra proof reading to avoid offending individuals unintentionally.  There must also be a constant consideration of how all elements of the game fit together, and do they complement and enhance each other? |
| **ESCALATION** | Can you please state the names of any members of your team who you ESCALATED to staff during the course of your project. This is to help me quickly track an audit the work in question. I am not asking you to tell me more about what they did. It simply speeds up the process for me. Thanks |