Post-mortem of DMC – Len

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| What do you think went well on the project? | Initial reaction to our idea  What I think went well on the project was the reaction we had gotten from the client for our game concept idea. It was a challenge to come up with an idea that would be a good fit for our limitations without over scoping. On the pitch, the client was very pleased with our idea and how well we presented it.  Presenting the Pitch  The client had said that our pitch was presented professionally, and it was clear a lot of thought was put into it. I was so happy to hear this as I am usually very nervous and find presentations difficult to do. I think it went well as I was sure of what I was presenting and knew exactly what words to use and what to say to really communicate the idea.  Client feedback  The feedback we received from the client was positive throughout our development of the concept idea. She asked a lot of good questions and we managed to provide mood boards and answered her questions the best we can. There was no conflict and she was very happy in the direction of our development for our concept idea. |
| What do you think needed improvement on the project? | * Time management   I think the biggest thing we could have improved on was our time management. Willoughby and I had dedicated a day a week to discuss and work together for our DMC project but sometimes it was more inconsistent due to other assignments on our plate. Not using a time management tool such as Jira was a big mistake as it affected the work we produced during the weeks of this project. There were tasks that were left in the backlog for a long time and it made the whole process of the project unorganized. If we could do this project again, I would from the beginning, have a meeting with Willoughby of breaking down the whole project, creating a proper timeline and meeting notes, to keep better track of our progress and the time we spend so that we could fit in the 8 week timeline. We did end up spending a bit more time on this project than what we should have.   * Underdevelopment of the prototype   I think that time management played a big factor on the underdevelopment of the prototype. As this project is supposed to be 8 weeks long, it required rapid iteration and a faster development process. When we presented our pitch, we showed the client our game idea and paper prototype. She mentioned that having a prototype they could look at would have allowed the client to see tangible results from our idea. Something that she could give us more feedback on and can result to organising playtesting to see if our chosen concept worked. At that point, we had the bare minimum of a prototype which did not have any of our minigames in place. It was in too early stages that it wasn’t enough to present.   * Communication with the client   Most of the communication with the client was through email. She gave us really good feedback, but I think what didn’t go so well about our communication was that we didn’t get a response consistently. Because of her busy schedule, it was difficult to progress in the project. We wanted to know if she had any questions or anything, she wanted us to consider throughout the development of the concept. She did respond but it just took so long that it made it difficult to understand if there was anything we weren’t doing right or just to keep her in the loop of our development.   * Our client discontinued the project   Eventually, our client ended up having to discontinue the project due to the work load she had already had from her work. This then left Willoughby and I wandering what to do next with our project and find a way to continue the project to a point where we had done what we can. |
| What do you think of your own contribution to the project? | * What I think I did well in…   I think I contributed well in the group. From the beginning of the project I was already very keen on starting the research as soon as possible to see what I was working with. Using my own experience in museums and places like the mansion and researching other museums and gamifying experiences, helped me to come up with ideas. This was very challenging as I wanted to make sure that I wasn’t first level consciousness. The brief needed a concept that was bespoke and really affected the experience of visitors positively. Empathy seemed to be what I was trying to unlock from my game ideas. I really wanted to put something out there that would work seamlessly with the mansion experience.  Trying to put my idea together into a working prototype was difficult. I knew that there was a gap between my expectations of the experience and how the prototype seemed like. I knew that a lot more work would have needed to be put into moulding the game to the desired emotions I intended to get out of it. As I think of it, it may have been an over scoped idea for the time scale we were in for DMC, but it didn’t matter as it could still be worked at after the assignment project and as a legitimate product for the client.  I think I communicated well with the client. I tended to email her of any questions we had and responded quickly to her emails. Willoughby and I both did well on the joint emails we sent her to answer her questions. In terms of meeting the client, I tried to be as professional as I could. Clear and concise about what I wanted to say and that leads me to presenting our game idea.  I am usually not a very confident person when it comes to presentations. This was the first time I have ever done a presentation without a script to hold in my hand to help me when I got lost. It made me realize that I could present in the way I have always wanted to, and I was proud of that.   * In terms of what I could improve…   I think I needed to be more organised and manage the time and work better. I think that setting up proper time management tools and organising a timeline would have really helped. At that time in development, I was still looking for a group member to work with which made it difficult to set everything up as I was adjusting to our roles in the group.  I wanted to work in a group as I felt like I wasn’t confident to be able to develop something on my own. Especially with the programming. I wanted to focus more on the design aspect of the project, and I guess at the time I was scared to try it on my own, in case I messed up the project. I also needed that team member to help me be accountable for the work. I couldn’t let another person down and that would be a more harsher learning curb if I did, compared to just letting myself down.  I don’t regret having another team member as it has helped me a lot with the development of this project. I am aware that it may mean that I miss out on being able to dive into something solo and try something I am not so confident in to get better at it. |
| 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? | * Have confidence to present   An important lesson I can take away from this project is that I do have the confidence to present. If I make sure I understand what I am talking about then the confidence will come with presenting it. I don’t need a piece of paper to read my script from and that there is a side to presenting that makes it less scary. Learning that I could do this has increased my confidence with presenting and I am happy that this project has allowed me to do that   * Using scrum and time management   That no matter what I do, organisation will always be key even at the beginning with ambiguity. I realise the importance of time management and how it really does affect the work you produce. I intend to use scrum in future projects, even projects that are for me as now I see that it is a helpful tool to use and can only make development easier as it allows for mistakes but also helps to work with deadlines. To be able to learn that in a project like this has helped because there are worst cases I could’ve learnt this. |