**PROJECT POSTMORTEM SUBMISSION FRIDAY 10TH MAY 2019**

Once you have made your final presentation and the final walkthrough of your game has been uploaded to Itch.IO WE NEED YOU TO SUBMIT THE FOLLOWING COMPONENTS UPLOADED TO A SEPERATELY LABELLED GITHUB FOLDER

1. A SINGLE PAGE OF A4 (MAXIMUM) WHICH LISTS THE OVERVIEW OF THE ASSETS YOU HAVE PRODUCED FOR THE PROJECT, 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** | Loucas Savvides |
| **PROJECT NAME** | Freedom Grapple |
| What do you think went well on the project? | Team synergy; whenever there was a question that needed answering or someone needed assistance, other team members were always able to help out or provide advice. |
| What do you think needed improvement on the project? | Slight hiccups in communication occurred on rare occasions, which meant that I was behind schedule or failed to show up to a meeting. Ensuring these errors do not happen again is what could be improved. |
| What do you think of your own contribution to the project?  Reflect on the quantity and quality of your work. Whether you were reliable as a team member, your general behaviour, whether you were proactive in spotting problems. These are the key qualities of a professional. | I believe my contribution to the project was substantial. I attended meetings (outside of two occasions that were out of my control), completed the tasks set for me, and ensured that I knew exactly what I was set to do (and ask any questions if I was unsure).  The quality was on par with the rest of the group’s (that is to say, good). I ensured that the style of my sprites fit the same style as the sprites other group members were making, and I spent each meeting session wisely to ensure there were no issues with my work before submitting it to the group project github. |
| **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?** | The most important lesson is that game design is a multi-faceted, and requires a bit more time that I initially expected. Preparing work, understanding the process behind it and what shortcuts I can take to make my development cycle more efficient are all things I am going to research further before my next group project.  Another important lesson is that you must always be a team player, and not try and be a hero by trying to do things yourself. Had anyone in our group done this, there would have been far less cohesion in our project. This is something I will carry on avoiding for my next project. |

**Asset List:**

Level layout for Level 1 and Level 2.  
Concept art for enemies.  
Midground/background sprites for Level 2 (vehicles, aircraft hangar, buildings, electricity generator, gun racks).   
Background sprite for Main Menu, New Game, Load Game and Quit Sprites.  
Level Select Sprites for Level Select screen.