**PRODUCTION POSTMORTEM**

**DEVELOPER AND PROJECT ID**

The following section is simply to connect you to your project.

**Name:** Luke Stanbridge

**Team Name:** Production Team 4

**Project Name:** Breaking Greg

**Your Role(s) on Project:** Programmer

**Part 1 - PRODUCT RETROSPECTIVE**

The following section reflects on how your product turned out in the end.

**Did your project fulfill the team’s initial project vision:** Mostly

* **If not, why?:** We made a decent version of what we originally set out to make in the time frame we had. Could still improve and optimize the project.

**Are you proud of the finished product:** Yes

* **If not, why?:**

**Based on external feedback, what were the most positive aspects of the game?:**- AOE attack very satisfying, destruction of level was enjoyable, rage mode was fun

**What 3 things could be done to improve the product as it currently stands?:**1. Game optimization and performance

2. Camera and transparency could be tightened up a bit

3. Enemy AI could function better

**Part 2 - TEAM RETROSPECTIVE**

The following section reflects on your team dynamics and collaboration as a unit.

**Which of the following words / terms below accurately describe your team (as a whole):**

* Fun
* Fast Paced
* Focused
* Positive
* Deliver as promised
* Communicates well
* Communicates poorly
* Trustworthy
* Creatively innovative
* Motivated
* Open minded

**How would you rate your team dynamics out of 5 (0 = awful, 5 = outstanding):** 4.5 **How would you rate your team’s face-to-face communication (0 = awful, 5 = outstanding):** 4.5

**How would you rate your team’s digital communication (0 = awful, 5 = outstanding):** 4

**Did the team have a clear sense of what they were trying to achieve throughout the project?:**Yes throughout

**What did the team do well?:**Communicated effectively and worked well through problems together. Everyone got along well and there didn’t appear to be any drama in the team. Was a great learning experience to work in a team this size.

**What did the team do poorly?:**We probably could have planned a bit better to begin with and we had to make lots of changes through the project.

**What would you have done differently to improve the way the team worked?:**Some ideas and work was cut but that was mostly due to our inexperience in game making. Bit of time was wasted through this process. Scope could have been managed a bit better from the beginning.

**Part 3 - INDIVIDUAL RETROSPECTIVE**

The following section reflects on your personal performance and behaviour.

**As an individual, what do you think you did well throughout the project:?**Completed my tasks effectively and generally in a timely manner, asked questions when I needed to and gave meaningful input to the game design.

**As an individual, what do you think you need to improve on:?**I sometimes got stuck on how to make things work in my code and it took me a while to work out the solution when it probably shouldn’t have.

**Which aspects of your performance do you think your team would criticise you on:?**The Enemy AI could have been better.

**Which aspects of your performance do you think your team would praise you on:?**The character movement and attacks ended up working pretty well.

**As an individual, what would you have done differently:?**Focused more on making my code more consistent, commented and optimized so the game runs well. I rushed a lot of solutions that could have been better implemented but I just wanted to get them working.

**Part 4 - MOTIVATION**

The following section reflects on your enthusiasm and effort.

**Were you motivated to work on the project – And why:?**A1: Yes  
A2: I like the idea of making a player state machine and implementing some player combat which I wanted to learn how to do well.

**Do you feel you put in as much effort as you should of in terms of work and attendance – And why:?**A1: Yes  
A2: I was here as many days as I could be and the days I wasn’t in class I was working from home and communicating with my group on teams. I also put in extra time on weekends and after work on Mondays and Tuesdays when I could.

**Do you think your team would say you put in as much effort as you should of in terms of work and attendance – And why:?**A1: Yes   
A2: Got everything done required by me and to a decent standard.

**What could have improved your motivation:?**Not having to work on the days I wasn’t in class, unfortunately I have lots of commitments outside of class.

**What could you have done to help improve the motivation of others?**I was very busy with my own work and things I wanted to achieve that I could have spent more time interacting with other members of the group, giving encouragement etc.