# Production Planning | Evaluation

## On a scale of 1 (Not so great) – 5 (Outstanding)

## How would you rate your team’s overall performance during the planning process? Explain your answer.

I would rate Project Octavius’ overall performance as a team at a 3.

In the initial stages of ideation and collaboration, there was friction within the team as to the direction. Since then most team members have contributed to the team documents and most of us have a firm understanding of the game that is to be made.

## On a scale of 1 (Not so great) – 5 (Outstanding)

## How well do you believe your team’s project will satisfy your client’s requirements at the end of the project? Explain your answer.

I would say that Project Octavius’ project concept directly fits the client requirements so I would rate it at a 5.

The essence of the brief was that the project should contain Tron theme/style and gladiatorial competition. Our concept of merging ‘American Gladiators’ with a retro-futuristic, neon theme hits all the requirements in the brief.

## Discuss the new skills/things you learnt doing this project

Technical Skills

* Documentation Writing
* Github Coordination

Personal Skills

* Negotiation
* Coordinating with a Team

## What things do you feel you personally did well during the production planning process?

* Getting Core player functionality and multiplayer working in pre-production
* Taking leadership of the programming processes to coordinate the team

## What area/s of your own performance would you change or improve on in your next project?

* Be more assertive when there is push-back or friction within the team
* Resolving issues earlier
* Finalizing documents as soon as possible
* Building out a more rounded prototype

## What aspects of your performance do you think your team appreciated the most?

* Level of communication
* Supportiveness

## What aspects of your performance do you think your team might be critical of?

* Speed of documentation writing

## What were the good things about working with your team?

* The ability to get along and communicate well with most members
* The skill of my members and seeing their capabilities.

## What were the most challenging aspects of working with your team?

* The disagreement of some members toward the ideas presented or the need to have their ideas be the final say one the design.
* The absence of some members which in turn left the others to pick up the slack.

## On a scale of 1 (Not so great) – 5 (Outstanding)

## How well did your team collaborate on shared documentation (eg art bible, TDD, GDD, pitch presentation)? Explain your answer.

The team members present contributed greatly to the documentation and pulled together to get them done so I would rate it at a 3.

Others who weren’t present or did not communicate their willingness to contribute is the reason for the mid-range score.

## Briefly describe your workstation set up in terms of your personal work health and safety.

From a WHS perspective:

* The equipment has been adequate for pre-production with multiple screens at eye height, chair height and desk height positioned correctly.
* Our team has informally kept up to date with each other’s schedules and current tasks in order to support the team toward submission.

## Include an image of your workstation set up to evidence a personal safe working environment.

A picture containing text, indoor, desk, computer

Description automatically generated