**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** | Alexandru Slav |
| **PROJECT NAME** | Group 11: Slingspy |
| What do you think went well on the project? | The game we decided to make was very organized. Our programmer created prefabs for all the assets we decided to put in the actual game to make our job (designers) easier. Due to the fact that the programmer made all the prefabs, we were able to concentrate on the level design, even though we made only 12 levels. |
| What do you think needed improvement on the project? | The fact that we need to learn to finish the tasks before the sprint week’s end. There were a lot of times when we put the tasks to ‘Verify’ in the Wednesday morning before the lecture starts or a little bit after. It’s not a complaint, the project being a great 3 month journey. |
| 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 don’t believe I did my best, but I am very satisfied of what I did, I learned that I don’t have to do only my part and if there are any issues in other ‘sectors’ I can lend a hand. I like that I managed to cover almost all of the tasks, even if I was not the right one to do them. (I mean, I did programing, sound editing and character design, level design)  The thing that I’m not proud of is the fact that I was doing my tasks without communicating with my team mates, if the tasks were made when I was not at university, and sometimes I used to finish the sprint week on Wednesday morning, before the lecture. |
| **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?** | I will try to communicate as much as I will be able to. I will have to take care, and manage my time properly, otherwise I will be responsible for my failures. |

**Asset List**

* **4 levels**
* **Guard character**
* **Janitor character**
* **Guard character from another perspective(not used)**
* **Janitor character from another perspective (not used)**
* **Main character**
* **Air vent sound(not used)**
* **Alarm sound(not used)**
* **Background music(not used)**
* **Collision sound(not used)**
* **Movement sound(not used)**
* **Pick-up sound(not used)**
* **4 maps (only the level design) (notused)**
* **Gathered information about the game from playtesters**
* **Moodboards for the characters**
* **One script for Unity, with an AI included for the guards and janitors(not used)**