**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** | Peter Vaughan - S193387 |
| **PROJECT NAME** | SlingSpy - Team11 |
| What do you think went well on the project? | We produced a working game with a decent amount of levels and varying gameplay elements such as vents, puddles, gems, and guards.  Each member of the team had their own workload and was responsible for different sections of the game. I was in charge of making scripts and also managing the unity project while others were responsible for making assets to be used. As such this means each team member was valuable and no one person was shafted with the work. |
| What do you think needed improvement on the project? | I felt the teamwork in the group was lagging behind and that we could have had better communication between the group in order to help make a better game. For example, not as many assets were made as we would have liked, some features were scrapped due to miscommunication, such as a more robust score system. |
| 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. | While it took me a few weeks to start making progress on the game, I feel that my contribution to the project was invaluable. I was responsible for programming the entire game, including making everything easy to use for the rest of the team. Out of jams I also showed teammates how to use unity to make levels, and actively fixed any bugs that people had in the levels they made. I was responsible for the management of the unity project itself as I was the only programmer and the rest of the group didn’t feel as confident with unity. |
| **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?** | Over time, people’s general attitude towards working on the game started to dwindle. For example, we stopped having Friday meetings to check up on people’s work, and general attendance slipped. As such I’ve learnt that it is important to make sure that everyone on the team is still motivated to work on the game throughout the project, and to stop people slipping their workload. Both this and miscommunication errors cause issues in later development and as such it is important that the issues are addresses as early as possible. |

**Asset List**

Every single script

Every single prefab

3 Levels in the game (6 levels in total, some for prototyping parts)