**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** | Sam McMillan |
| **PROJECT NAME** | Group 11: Slingspy |
| What do you think went well on the project? | The game that we have made has a solid level of polish, very much as a result of the quality of code in the Unity project. Our programmer, Jordan, took it upon themselves to create prefabs that allowed every team member who wasn’t confident in Unity to use the engine to make levels easily, a task I admittedly wouldn’t have even thought to give. Sessions were then organized to give the team a rundown of the new prefabs whenever they were made, so that everybody was on the same page with them.  As a direct result of this, our team was able to quickly put together levels of a good quality, and as such our game has a variety of content. While the total mechanics of the game are not significant, I feel the levels in Slingspy make full use of the few mechanics we do have. I believe this is to our credit; oversaturating the game with mechanics would give us less opportunity to fully explore each one, and decrease the quality of the game.  Our team also did a good job of sticking to assigned roles in the group. I took the management role, as was my task for this module. For the most part, until the later weeks where attendance slipped somewhat, our group was a well-oiled machine, and we had a minimal viable product polished a week before the presentation. |
| What do you think needed improvement on the project? | Jira was a consistent problem throughout the project. For a few weeks at the start of the project, hours were not properly logged on Jira, leading to members of the looking as if they haven’t done any work at all (The missing hours are covered on the meeting minutes of 20/03/2019). After this problem was resolved however, Jira was still not being updating regularly by several members of the team despite them having done the work.  The main character asset was a point of much grief in the project. Several times throughout the project were tasks set to make the asset that were not done. When an asset finally was made for the main character, it was not what the team had asked for. There were also times throughout the project where a team member would be tasked with art assets that the team would need, and were never made, at which point another team member would have to do the work. |
| 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 behavior, whether you were proactive in spotting problems. These are the key qualities of a professional. | As a manager, I don’t believe I made enough of an effort to keep track of how my team was doing. I very rarely organized meetings outside of the Wednesday game jam slots, and could’ve stood to be more active on our groups Discord server. Had I been more attentive, I would’ve been more likely to spot the problems with art asset development earlier. That said, what was organized I had full attendance for, and I didn’t miss a Wednesday jam.  I like to think I fit leadership roles. In this project, I was proactive in presenting ideas to the group and listening in turn to what my group members had to say. Influence from every group member can be observed in the final product, so as such I believe I gave every member a fair workload and the opportunity to leave their mark on our project.  At the same time as all that though, I did make some errors regarding Jira and meeting minutes. I did not upload any meeting minutes for week 6 following the MVP presentation, nor did I get a Jira sprint active that week until Friday. I also did not do a Jira sprint for week 7, although that was a week in which Jira did not work for anybody, and to my own credit I still logged group members work in Discord for that week.  The levels I contributed to the game seemed to get a positive reception in playtesting, although they did suffer from a couple difficulty spikes. I tried to make a point of revolving each level around a different mechanic, and offer players several ways through levels that intersected, which lent itself to the idea of planning out a route and strategy that Slingspy was designed to evoke. I did observe players zooming out at the start of levels, identifying the routes through my levels and making plans, so I believe the sense of strategy was achieved. |
| **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?** | My time management skills could stand to see improvement. Attendance is all well and good, but I underestimated how long certain tasks could take. It is possible I overscoped on certain aspects of the project; my initial plan for Slingspy was for the game to feature 25 levels, but I realize now that is unrealistic, and the time our team was making levels could’ve been better allocated to asset development tasks, where our project lacked somewhat.  In order to improve those problems, I will need to be capable of better identifying problems that could become blockers in the project. To do this I will just need to pay more attention to avenues of communication and who is attentive. I have found in this project that it is likely the members of the team not properly communicating are also the ones not completing their tasks. |

**Asset List**

* 5 levels (including 1 tutorial level)
* Vent textures unused in final game
* Interface Mockups unused in the final game
* Main menu mockup unused in the final game
* Stage select mockup unused in the final game
* 5 Floorplan mockups (2 of which unused in final game)
* Style guide
* MVP Presentation