**PROJECT POSTMORTEM SUBMISSION FRIDAY 4TH MAY 2018**

Once you have made your final presentation 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** | Ross Warren |
| **PROJECT NAME** | Monster Miner- level 6 Group 4 |
| What do you think went well on the project? | I believe that the programming on the project went extremely well, the programmers did the work on time all the time and created a very smooth game in the time given, management was handled well, and presentations always went smoothly with all members being good at speaking. |
| What do you think needed improvement on the project? | Sometimes communication would be the downfall of the project. A member of the team would not communicate well and sometimes an issue would not be pursued or dealt with straight away leading to sometimes tasks not being handled with or incomplete due to confusion. I lacked in communication with the team and could have but did not do more to fix this issue, thus leading to sometimes members of the team being confused with the work being done.  The initial planning of the games core mechanics could have potentially also been handled better, as when joining the project, the programmers had already come up with the mechanics, but as found out through feedback in the presentations needed some design work, playtesting and tweaking to make a smooth game loop. Although as with most projects this usually happens anyway and is not a huge issue. |
| What do you think of your own contribution to the project? | I personally believe that although my contribution was by far the smallest, that it was needed. I created a lot of crucial assets that the game needed for the player to understand how to play the game and implemented user flows that worked meaning our game could actually be played, even though I could have done this faster and optimized it better sooner. |
| **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?** | The main lesson is communication, and to not let my negative moods affect a project that my entire team wants to succeed. I hit a low point in the middle of this project and my selfish mood caused a dent in the projects progress that I have learned once pulling myself out of it that I should not have let happen. |