**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** | Daniel Jamieson S180676 |
| **PROJECT NAME** | Monster Miner |
| What do you think went well on the project? | I believe that working on this project has shown me how to work with limited assets and designer input. This has allowed me creative freedom. I also think that this project has given me another chance to exercise my managerial roles. |
| What do you think needed improvement on the project? | I feel that little input was put in from the designers of the game. Communication between the designers needed more attention. The artwork in the game world, and the artwork of the UI do not go well together. I think that this could be one of the reasons play testers struggled with the game. Most communication was made on Discord, so was harder for the tutors to keep up to date with all communication going on. |
| What do you think of your own contribution to the project? | I think my contribution to the project was key, but Oliver has put a lot more hours into the project than me. I believe me and Oliver have managed the group well. |
| **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 think this year has helped me prepare for the real world. Some people may not be as engaged in the project, but working on it is needed. Escalation is always an option, no matter how far along the project is. |

* Monster AI behavior
* Monster Spawner
* Colonist Spawner
* Monster Type
* Monster Types
* Terrain
* Save Data
* Random Events
* Time Manager