**Group Evaluation Document**

Team Identity: One Punch Shrimp Productions

Client: Sarah Lloyd - Skills Group UK

Project Title: Skills Group Apprenticeship Game

Repo link: <https://github.com/RabidChinchilla/Skills-group---Apprenticeship-game>

Project Management link: <https://tree.taiga.io/project/ryan-rc-carter-prco-203-one-punch-shrimp/kanban>

Version Control link: <https://github.com/RabidChinchilla/Skills-group---Apprenticeship-game>

Other link: <optional link>

Describe the primary & secondary role for each team member, highlight key responsibilities:

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| Amelia Cutler - Client Liaison/Artist/Usability  The key responsibilities of the client liason role were to keep the client updated on what we're working on and get their approval for any big decisions we had to make. As the artist Amelia was in charge or creating all the art assets for the game and deciding on the art style. As for usability she was in charge of writing out the questionaires and setting up the time and place. |

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| Ben Gearing - Technical Lead/Prototyping/UI  As the technical lead Ben was in charge of coding a majority of the game, deciding on the coding conventions and managing the GitHub repository. The role of prototyping meant he had to build prototypes when appropriate such as before a usability test and make sure everything works as intended. Being in charge of the UI meant he designed the layout and coded it so it worked well with the other game elements. |

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| Ryan Carter - Project Lead/Sound design  As the project lead Ryan was in charge of keeping the project on track, making sure we we're putting our efforts in the right place and making all final decisions for the project if we couldn't decide as a group. As sound designer he was in charge of deciding on what sounds would fit the game, where they should go and acquiring sounds or making them. |

Summarise the overall participation of each team member, highlight key responsibilities:

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| Client Liaison  Consistent in liasing with client, she kept them well updated and got the requirements from them very early on. Efficient in creating concept art and got approval for the style very early on. Also was responsible for creating and coding the character creator scene when technical lead fell behind in work. At a few points wasn't as quick with creation of art assets and spent a lot more time on character creator then was initially projected. |

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| Technical Lead  Managed GitHub well by making sure that everyone had they're own branch to work in which kept everything neat and clean. Responsible for the bulk of the coding of the minigames and set up the flow of the game. Consistent in adding to and updating the Kanban Project management tool. Was quick and efficient in creating the demo walkthrough for the client. Spent longer on Brick Laying minigame than preferable as they got stuck on a small issue. |

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| Project Lead  Did well coming up with ideas for how the game should sound and what music should be used but due to being let down by an external person with music had no time to create or implement it themselves. Worked well on the pipe laying mini-game when asked to but due to other responsibilities worked on it a bit slower than intended. Also gave clear final instructions when other team members asked for direction. |

Acknowledge each team member’s contribution of ideas, innovation that enabled the team project:

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| Client Liaison  Informed the client and group of all social issues we should be aware of. Also single handedly designed, created and serialized the character creator so the game felt more personal. |

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| Technical Lead  Came up with a majority of the game ideas even though we only used 3. Created a good drag and drop script that is being used in 2 of the games. |

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| Project Lead  Contributed a fair amount of game ideas in the initial planning stage. Contributed a lot of sound and music ideas. |

As a team agree and rate the performance in primary and secondary role of each team member on a scale of 1 (minimal/poor) to 10 (highly effective/excellent) in their agreed roles with a supporting comment/evidence:

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| 8 Client Liaison  9 Artist  2 Usability |

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| 8 Technical Lead  7 Prototyping  7 UI |

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| 5 Project Lead  7 Sound Design |

Finally, what are your recommendations for teams undertaking this module in the future?

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| Recommendations  Decide on a scope early on but make sure it's small so you can get a good MVP then start deciding on extra features.  Pick a project lead who is going to be harsh or a bit of a task master.  Make notes on everything you discuss. |

*NB: This form must be discussed and agreed by the active team members, by objective and fair in your test all provided links work in an incognito browser window, upload the completed form as .pdf document (NOT .doc!)*