**PROJECT POSTMORTEM**

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** | Richard Casey s233122 |
| **PROJECT NAME** | Sling! |
| What do you think went well on the project? | I think from a group standpoint we all realized how complicated the making of a game can be. 8 weeks being a very small amount of time and then deciding to go with a project that seemed to be quite simple to execute led to being anything but simple.  I personally have further respect for anyone that has worked on a game and seen it through to completion.  From a more personal standpoint I feel that I have progressed immensely throughout the project with my ability to write code. I have used previous pieces of my work from my 2D game and elaborated them for use with a 3D game.  I have also implemented things that I have not used before such as Cinemachine.  I personally see the group project as a success (despite the game not being completed properly and nowhere near the original vision) as I am a better programmer now than when we started the project. I have learnt to comment my code as I am writing it and found this to be very helpful when returning to the scripts weeks later to modify or update it. This was something that I was penalised on for my previous 2D submission. |
| What do you think needed improvement on the project? | Communication was poor throughout. There were many occasions where members of the team were unsure who were doing what and even if a meeting was happening at the previously agreed upon time.  I feel that the allocation of task was too vague. There seemed to be a separation on when a task was actually complete and then what else needed to be done. Maybe a lack of knowledge of what actually needed doing. |
| 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. | I feel my own contributions were of a high standard. I think I started with function and then went ahead and polished what I could or in more than one case started from scratch in order to make things better. I took a lot of tasks on myself that needed to be done in order to complete my assigned tasks and even implemented something to cause damage when assets were not as forthcoming as they should have been to prove that what I had written worked.  My quality of work is more than my quantity and this I believe shows in the complexity of my scripts and growth from my last project.  In terms of being a reliable team member I feel that I was. One of my main take aways from this project is teaching other team members how to debug the code and working with them to resolve issues with any code that they had written. I found this very rewarding and something I hope to continue doing going forward.  Our first build of the game immediately closed upon start up. I worked quickly to find and resolve the issue in a decent time and provided the group with a running game to hand in at alpha stage. |
| **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’ve realized that due to the work I have done for the last 15 years I may come across more as a nature leader whether I want too or not. My age would also point to a more authoritative role being more senior than anyone else in the team. This will be more advantageous to me next year when it comes to managing the game.  I’ve learnt that I do not know everything, but I can learn what I need too. Design wise I have no business doing anything more complicated than a cube and I feel that I have picked the best path for myself in doing programming instead of design.  I’ve learnt to simplify. I believe we went into this project with the idea of 3 main mechanics and barely came out with one and the one that we did have needed more polish. Eight weeks to complete these games is no time at all and so the idea for the game needs to be simple. The gameplay repetitive and we can’t lose sight of what is actually fun. It’s a much simpler task written down than in practice and I guess that’s the point, but I feel my more natural managerial skills will allow for the game in my next group project to at least be to a higher level of completion if not completed.  I think I’ve also learnt to lean on my team members. Trouble shooting starts with discussing, there have been a few occasions when talking with the team resulted in suggestion of approaching a task from a different angle or perspective that might not have been something I would have considered right away. Not always for the better but I think it shows different peoples through process and a collective way of problem solving. |

**Asset List**

**FirstTime.cs**

**HealthBar.cs**

**JumpOLD.cs**

**PlayerControllerOLD.cs**

**PlayMovementOLD.cs**

**RayCast.cs**

**RotateWithMouse.cs**

**SpawnerScript.cs**

**SpiderClimb.cs**

**Timer.cs**