**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**.

|  |  |
| --- | --- |
| **STUDENT NAME** | Richard Casey s233122 |
| **PROJECT NAME** | Top-Bird |
| What do you think went well on the project? | In short, nothing. At least not from other members of the group. From my own personal standpoint, I feel like I have shown resiliency and determination. I realize that working in the industry may not always mean that you are working on a game or project in general that you have much passion for. That was certainly the case for this game and if I had to highlight one point from the entire module it would be that none – not even the person who pitched the game, showed any want, need or passion to get the game completed. But I am the only person who put the work in and has the individual contributions to back it up. I didn’t want to do this game either, I didn’t want to make a card game and if the voting on the pitch cards had of allowed up to rank all the games in order Top-Bird would have been last on my list. Nothing went well as a group. But I grew and became a better programmer. |
| What do you think needed improvement on the project? | I have tried to write this section out four times. Each time it turns into a list of everything this person hasn’t done. I am trying very hard to concentrate on the specific things in the group that did not go well rather than point the finger at those that didn’t do anything. However, as there is not a section for criticizing your piers (rightly or wrongly) I will take the opportunity to say one thing.  There was one member of our group. A level 4 designer. I never met them, they didn’t turn up to a single session. I believe that there might be some underlying issues there and I am very compassionate of that.  The rest of the group might as well have done the same.  There were never any defined roles or responsibilities. The lead designer (in this context the person who created the GDD) seemed to have zero input into the direction of the game which seemed to then prompt another team member to declare themselves the Game Manager. A role that was not lived up to as the person rarely stayed for an hour and only communicated when they realized that the deadline was approaching.  When I asked the Lead designer why they had given the role of the manager to another team member and that they should be doing it themselves as it was their idea, I got the reply that “I didn’t, he just took it upon himself”.  My role was initially just “Programmer” – it was never asked of me to help manage the project despite the offer of my services to do so. This became an issue when the commitment of the other level 5’s in the group came into question and I had to step up in order to get something done in a last-ditch attempt to not have to be the only one carrying the project.  The level 4’s had no definition. They were given small tasks and never given a responsibility aside from one level 4 who implemented particle effects.  The decision-making process generally did not happen. The dynamic between the lead designer and game manager was very one sided and I feel that the two remaining level 4’s turned to me to ask for advice and check their work. This is quite possibly due to being a mature student and in a group dynamic this brings a natural sense of authority, which I was expecting from my group experience of last year.  Each week when the lead designer and game manager did remember to check Clockify or Trello it was always just a continuation of the previous weeks work. A very broad task that could have benefitted from breaking down into smaller tasks. I tried to implement this by offering advice on labelling – more specifically making a task for “Card Artwork” or “Menu Artwork” as opposed to just “Artwork” however these tasks were either never done or my advice was not carried forward and things continued to be generalized to “Sound Effects” or “Upgrade System”.  I feel like my work ethic might have frightened the Game manager into realizing that they were not contributing which made them reluctant to ask my advice or generally help with the managerial side of the project as it would be their only contribution.  Decisions appears to come from the game manager with no consultation from the GDD and no discussion. The game manager then just seemed to expect things to happen with no contribution from themselves. It was also stated by the lead designer that the GDD was out of date and needed to be modified. This was never done.  All decisions were delayed to the point of urgency at which point it all seemed to fall into my lap.  A great example of this was the lead designer being relieved to see me when I walked in on the day of the alpha build. Only to ask me if I “Had the game ready”. The answer was obviously not as even at that early point, I was trying to compensate for the lack of input from everyone else. I had also started to begrudge doing more than the required 6 hours of work a week as no one else was putting in nearly as much effort.  Meetings were not carried out. I heard peoples name being put down as minute takers. This is all fabricated. There was a brief discussion in week 1 where without really any effort no meeting time could be arranged. When I suggested that the meeting took place with the most number of people available and then the communication passed to the absent person this was decided against very quickly and meetings were then done first thing on a Tuesday morning in session. Or were supposed to. We had a period of one person being sick for 2 weeks with no communication and the game manager being constantly late. A third just stopped coming in and after two weeks when questioned decided to make the effort for the final 2 weeks. This made meaningful meetings impossible.  I had low expectations for the group and the decision of the meetings in week one collaborated my feelings.  When considering if the communication within the group was timely and efficient, I must again say that there was none or very little.  There was little to no input from the lead designer. The game manager only really became active the night before a session on a few occasions and when I received little to no reply, I soon gave up trying to communicate with them.  The communication that did happen was mainly during the session itself. On one occasion when I was unwell (week 3 25/04/2023) and I was trying to problem solve from home as the project had been set up without a solution folder and therefor showed no errors when I was coding the basics. The only other communication happened when our game manager decided not to come in because it was raining. This of course led to no input from the lead designer and ended up with me again. At this point I had to try to teach the level 4 students how to use github (this was in week 5 of the project) and assign them tasks to do while they were there as they had no idea what needed to be done.  One was given the task of designing a particle system and I asked the other to create buttons similar to the card design for the two main buttons on the title screen.  The buttons never appeared in the github folder however they were posted in the discord and looked like they had been made in paint.  I specifically asked for the particle system to be its own script and when it came through 3 weeks later it was tacked onto the end of one of my scripts and didn’t work.  There was no conflict to resolve. I feel that in that sense everyone acted professionally. However, that’s not to say that no one got angry as I certainly did on many occasions with the lack of input from the rest of the group and the number of things that became a case of if I didn’t do it – it wouldn’t get done.  I feel that there was limited documentation and knowledge shared across the group. A Game System Document appeared in the discord chat that I don’t believe was asked for. It contained 3 ideas, one from each of the level 5’s. Which at least shows that a discussion took place and was the result of Dave telling the group that there was no meaningful choice in the game. It becomes obvious when you read the document that the author was very keen on their idea and put very little effort into communicating the other two’s ideas. With my idea documented as “Richards Idea was to add points modifiers (I think) and split the card deck between both players”. At no point was there any communication for me to clarify my comments. Further poor communication.  This was also very specifically labelled as the “First” iteration and idea of the GSD. No more iterations were ever forthcoming.  I shared my knowledge of github with the group. As late as week 5 (if not later) people were still not using github desktop and were downloading the entire project zip folder and opening a new project at each instance. This was not only limited to the level 4’s. I took the time to speak with them all and show them how github works and why it was much more efficient. As far as I am aware at least 1 of them ignored my advice.  As shown by the discord I was very accepting of the work that was being contributed despite not being overwhelmed by the quality of it, at that point it was something and I wanted to encourage the contribution.  One of our team members appeared to be rather socially reserved and preferred to sit on their own. I took the time to go and befriend them and show them step by step the process of github desktop and offered my knowledge when it came to errors in Unity.  I could have done more in terms of sharing my knowledge and motivating the others as I have 16 years of managerial experience outside of university. But the lack of willingness and the lack of self-accountability made me resent trying to help as it appeared to make no difference.  I feel that I would have shared more knowledge and helped to motivate the team more if the remaining level 5’s had of shown some more passion and urgency for the project. I started to resent the fact that everything came down to myself and I had to - quite early on - decide that the only way I would gain anything from the module would be to rely on my own personal contributions.  Feedback seemingly never happened. There was no constructive criticism of people’s work. This may well be because no one really did any. I can credit one level 4 on their initial card design and a particle system. I can contribute the design of the actual birds on the cards to one level 5 and I can contribute the selection of a font to another level 5.  I don’t think my work was criticized at any point because it was the only work being done.  I took accountability of my own work. I made sure that I did the hours required and I slowly crawled my way through each problem. I can commend a level 4 for taking some accountability and wanting to do some work early on in the project as they took the time to contact me. I will add this to my individual contributions as it shows my willingness to help and offer my knowledge as well as assign and motivate someone.  I can’t honestly say that anyone else in the group did as menial tasks were left uncompleted for weeks on end. I would question if anyone else in the group was able to show genuine work of over maybe 10 hours’ worth and would go further to say that 10 hours collectively between all 5 of them would be a push.  I suppose in summary, everything needed improvement. My workload was a result of the lack of it from everywhere else and the project not only failed because of it but collapsed. |
| 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. | My contributions were of an okay standard. I was hopeful that as the project went on, seeing it all come together would be motivational for me. However as this didn’t happen as more and more work landed on my lap my work became forced and unenjoyable.  I was able to produce many scripts, in some cases they were rewritten in order to streamline the code themselves or because I spotted a major flaw. In a few instances this was done early on because I was awaiting assets and designs to be implemented into the repository and tried to accommodate a designer looking at my code and it being unreadable to them. When the assets never arrived, I then had to create place holders and in game assets myself in order to reference and continue the games production.  I feel I was reliable – although a bit resentful. I always did my work and even if I didn’t manage to reach my goal within the 6 hours, I had work to show I’d been trying too.  My behavior was good. I don’t feel that I cause or created any conflict. I was very proactive in finding faults and upcoming issues however due to my workload I was hesitant to point them out knowing that I would just end up trying to solve them anyway. The game itself started and stopped with me. I was resentful of that, had it been my passion project I would have happily done it on my own away from a group setting. |
| **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 should have let the game fail earlier. I’ve considered causing a conflict of words to try to get the other group members to do something but decided to concentrate on my own person contributions instead.  Grade pending I think the hindsight of the project should be taken note of by the other group members. I hope that they see my workload in comparison to theirs and take responsibility the next time they are in a group setting. Personally, the next time I am in group setting I will take control and cause that power struggle of conflict if there is no leadership. There was no defined leader throughout the project, and it desperately need one. There was no passion for the game to be completed and despite my efforts to motivate by example – no one seemed to notice.  From my own personal viewpoint. I admittedly underestimated a card game. The logic is straight forward enough but the implementation of that logic causes so many headaches. I’ve learnt that a simple game does not necessarily mean an easy one but I have also learnt that I can not make a game on my own. At least not one in 6 weeks and without the passion to do so.  I had trouble bouncing ideas off my group members and receiving feedback. I do wish I had of persisted with the dynamic card stat allocation as it would have made things simpler in the long run.  I am happy that looking back I explored many different ways of doing things, not all of them worked but I am happy that I tried, and I am happy with the number of my contributions. |

**Asset List:**

Card Design within Unity – IN GAME

Placeholders card images - OVERWRITTEN

Title menu images – IN GAME

Game layout – IN GAME

Game Hierarchy – IN GAME

AICard.cs

AudioScript.cs

BackgroundSprite.cs – IN GAME

Card.cs

Card1.cs

CardBack.cs

CardBackPrefab.cs

CardDataBase.cs

CardDealer.cs – IN GAME

CardDealerOLD.cs

CardDisplay.cs

CardGameController.cs

CardList.cs

CardManager1.cs

CardOLD.cs

CardPrefabController1.cs

CardScript.cs

CardUI.cs

CollectionsScript.cs

DeckScript.cs

GameController.cs – IN GAME

GameManagerScript.cs

GameSetup.cs

PlayerDeck.cs

PlayerScript.cs

ThisCard.cs

ThisCardObject.cs

UIScript.cs

cardback2.png – IN GAME

cardbackblack.png – IN ASSET FOLDER BUT NOT IN USE

cardbackred.png – IN ASSET FOLDER BUT NOT IN USE

RainbowShader.shader – IN GAME

|  |  |  |
| --- | --- | --- |
| Team member name (in alphabetical order, surname first) | Score (out of 5 for each) | Total |
|  | Attendance, Commitment, Contribution |  |
| Marc Fairfull | 3/0/1 | 4 |

Justification: Marc attended most weeks however was gone for 2 weeks with no explanation. Marc provided some button imagery through discord but did not push these to the github repository. Marc did decide to look for some background music and just downloaded the first one he found. This again did not make it into the repository.

|  |  |  |
| --- | --- | --- |
| Team member name (in alphabetical order, surname first) | Score (out of 5 for each) | Total |
|  | Attendance, Commitment, Contribution |  |
| Ashton Grant | 0/0/0 | 0 |

Justification: Did not attend. Never met them.

|  |  |  |
| --- | --- | --- |
| Team member name (in alphabetical order, surname first) | Score (out of 5 for each) | Total |
|  | Attendance, Commitment, Contribution |  |
| Callum Lloyd | 1/0/0 | 1 |

Justification: Callum assigned himself Game manager. Was constantly late and barely stayed for an hour when he was in attendance. Callum did nothing but repeat the last 5 words said to him by someone of authority and Callum selected a font.

|  |  |  |
| --- | --- | --- |
| Team member name (in alphabetical order, surname first) | Score (out of 5 for each) | Total |
|  | Attendance, Commitment, Contribution |  |
| Kian Mower | 5/0/1 | 6 |

Justification: Kian attended. Kian would not do anything without being prompted. When I suggested things for him to do the answer was “I’m going to do them this week”. I eventually had to reply, “How about now Kian?”. Kian eventually provided the images for the 32 different birds.

|  |  |  |
| --- | --- | --- |
| Team member name (in alphabetical order, surname first) | Score (out of 5 for each) | Total |
|  | Attendance, Commitment, Contribution |  |
| Alfie Rowell | 4/1/2 | 7 |

Justification: Attended most weeks however did turn up late at least once. Did create a particle system and made the initial card designs for the assets folder.