**PROJECT POSTMORTEM**

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| **STUDENT NAME** | Courtney-Jade Pearson S185717 |
| **PROJECT NAME** | Managing Games – Team work – Level 4/5 group 5 |
| What do you think went well on the project? | Overall the project went really well, we were all motivated from the start and have produced a good amount of work over the last 10 weeks. Nearly every assigned task was completed on the due date, two of them had an explanation why they were late but it was down to technical issues. There was only one meeting where one person was absent, all the rest we were all there which was good as we got to discuss tasks face to face as well as emailing, this gave us a better understanding of our tasks. The four of us had different skills, we had a programmer, artist, level designer and character designer. All of our skills went to good use. We worked as a team sharing our thoughts and knowledge with each other, we all got along there were no disagreements. We all enjoyed our experience with the group project. |
| What do you think needed improvement on the project? | The only part of the project that needed improving was how many emails were being sent. There needed to be more emails sent, maybe one a day to update the team with information and offer support. We had some feedback from tutor about the lack of times presented on our work. If we could go back we would’ve added time on our assigned tasks from the start. Also we needed to have regular deadlines during the week so the task were completed sooner. |
| What do you think of your own contribution to the project? | When it comes to our individual contribution I feel that I could’ve improved in many areas. If I had time I would’ve emailed the groups more at a reasonable time so the team had a higher chance of seeing the messages the same day. I also think I could’ve took the responsibility of writing the minutes regularly, we decided to swap the jobs in the fourth week. Having worked in unity before I feel that I could’ve helped with the unity build more. Overall I feel I did give good management skills, I was good at setting the teams tasks each week and making sure they knew what room to go to and what was expected in that lesson. I was a good listener and a good team player as I tried to look at everyone’s opinions and ideas, I was not selfish at any time. |
| **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?** | For my next year’s project I have learnt many managing skills. I have learnt how to use GitHub so I can use it for my next team’s assigned tasks. I will add times to each task so I can keep a record of how much work is being done a week, I will also create smaller deadlines so we can use the amount of time wisely. I will send an email daily to see how everyone is getting on, offering my support. I have learnt that research is important before deciding on an idea, therefore we will research more on the task and have at least 3 ideas before creating assets. I would like to learn everyone’s skills so it can be a fair experience. |
| **ESCALATION** | N/a |

LIST OF ASSETS

Level Design

* 3rd room level design (complex)
* Final Level design
* Final Boss battle level design + Mechanics

Dungeon Assets

* Dungeon floor
* Dungeon walls
* Dungeon torch walls
* Skeleton
* Torture objects
* Jail cell
* Charges ( blue heart + orange heart)
* Tables
* Chairs
* Bookshelves
* Spikes
* Chains
* Puddles blue + red

Royal Assets

* Bed
* Tables with cloth
* Tables with roses
* Royal walls
* Royal floors
* Royal chest
* Stairs

Extras

* Keyboard layout
* Guard patterns
* Minutes
* Presentations