**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** | Ross Warren |
| **PROJECT NAME** | Stink Ball- Design Masterclass Group 7 |
| What do you think went well on the project? | Me and Zach worked incredibly well as a team, we understood each other’s issues with work and outside of work helping us to give each other constraints that helped us to make a product within our skill set and limited time. |
| What do you think needed improvement on the project? | I believe that we needed to remember some of the basics of game design first, primarily the fact that games design is all about making an enjoyable experience for the player. |
| What do you think of your own contribution to the project? | Because my contribution was majority art based I believe I was unable to do as much as I would have liked given the limited time we had on the project but I believe that I could have done more and I am disappointed in myself for that. |
| **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?** | To not let my negative moods affect a project that my entire team wants to succeed. I hit a low point in the middle of this project and my selfish mood caused a dent in the projects progress that I have learned once pulling myself out of it that I should not have let happen. |