**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** | Blake Hewitt |
| **PROJECT NAME** | Group 1 |
| What do you think went well on the project? | Our initial meetings were very smooth and informative, which allowed us to discuss various ideas in a brief period. Due to this, we were able to find a solution we were all happy with, without any issues, to begin researching and moving forward. We were able to think of tasks that needed to be completed quickly too, as we had a clear vision in mind for our project. |
| What do you think needed improvement on the project? | Unfortunately, around the time of the first pitch, the team began to experience personal issues, which impacted the progress of the project. These were unforeseen, but we had no form of backup plan in place to try and combat this. Each member of the team did make the others aware of their individual issues. Personally, I experienced an extended, mild depressive episode, which I spoke to the student services team about. |
| What do you think of your own contribution to the project? | I would have liked to contribute more to project, but, with the aforementioned personal issues, I didn’t feel like I could do much work. However, I feel that the work I did contribute, was of a good standard, I just would have liked to have been able to produce more of it. |
| **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?** | The biggest lesson I’ve learned is that while unforeseen issues can arise, it’s important to have thought about potential backup plans if the worst happens. |

**Asset List:**

* Game Challenges and Core Loop document
* Playtesting form
* Puzzle Design Research document
* Design document
* Puzzle Ideas moodboard
* 9 puzzle ideas
* Storyboard of the game