**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** | Elliot Dewhurst |
| **PROJECT NAME** | L6 Group 1 – RapidQuiz |
| What do you think went well on the project? | We came up with a lot of good ideas to start off with, and I think picked an idea that suited the brief well.  Project management was handled well by the team initially. |
| What do you think needed improvement on the project? | Team communication started off well and went downhill quite rapidly unfortunately and this led to problems.  As the programmer I was working with puzzle designs that the designers had supplied to me. After building some of the designs in to the prototype and realizing that some of the other designs were too complex given the time we had left to product the game, and coupled with the fact that some of the designs didn’t work based on feedback we received on the 2nd presentation, we discussed and decided that an iteration on the some of the remaining designs was needed.  Unfortunately, this never really came and so whilst I was building the designs that did fit the feedback we received in to our game and setting up the timing system, it became evident that we wouldn’t have time to incorporate more puzzles in to our game.  Playtesting could have been improved since we only received achieved a moderate amount of playtesting in our project.  In hindsight I think more communication would have leaded to a better resulting game. |
| What do you think of your own contribution to the project? | I believe I contributed a good amount of work to the project but unfortunately felt like I was a bit overburdened with the number of tasks I had compared to the rest of the team. I worked alone on the Unity project throughout the unit as well as working on presentations throughout the unit.  I believe my contributions to project management could have been better. |
| **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?** | Staying in contact, understanding why tasks aren’t being completed and finding out the situation with the rest of your team is vital. In hindsight I would have tried to resolve any issues we had and come up with another solution instead of trying to implement the rest of the puzzle designs in to the game alone. |

**Asset List:**

* The Unity Project and all the files (code, scenes etc.) apart from the artwork.
* Pitch 1, Pitch 2, Pitch 3
* Development Plan (development-plan.docx)