**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**.

|  |  |
| --- | --- |
| **STUDENT NAME** | Miruna Rosca |
| **PROJECT NAME** | Design Masterclass Group 1 |
| What do you think went well on the project? | It wasn’t hard for us to agree on an idea in the group, and in the beginning of the project we were focused on what we wanted our final product to be. We didn’t struggle when it came to setting tasks together for the sprints and we kept each other updated on the tasks we have completed. |
| What do you think needed improvement on the project? | After the first pitch we all had personal issues that prevented us from completing our tasks and moving forward with development how we would have liked.  Personally, I have struggled with mental and health issues throughout the project, and was unable to complete my work in time.  The other members of the group have also had issues of their own, which prevented us from communicating, finishing tasks and setting up sprints, although we made each other aware of the issues. |
| What do you think of your own contribution to the project? | I’m unhappy with my contribution to the group. Although I’ve done research and came up with ideas for the game, some of which we used and other’s we haven’t, I think I could have brought a lot more work to the project if I didn’t have the issues mentioned above.  I was also the only artist in the group, and even if I did complete UI, assets, backgrounds and mock ups for the project, they weren’t as many as we would have needed. |
| **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?** | After this project I learned how issues can arise when you don’t expect them, and how there should be a backup plan in place so the development doesn’t stop altogether. In the future I will know to keep in contact with the team and plan ahead even when in a tight situation. |

Asset List:

Three puzzle ideas

Start Screen (background)

UI

UI improvement

Game Background

Start Screen mock up

Start Screen

Three game example mock ups

Game Screen mock up

Style and Theme mood board

Puzzle Moodboard