**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** | River Chick |
| **PROJECT NAME** | Fishing Against Friends |
| What do you think went well on the project? | I believe that when it came to communicating about when work was needed to be done was clear and precise. On top of this any work that was finished was always finished when it was needed to be, we had some group issues so considering the circumstances as a two man group I thought we did very well together. Despite the multiple changes of our game and to our game we still managed to stay on the same page in terms of where we wanted our game to be and how it was supposed to look. |
| What do you think needed improvement on the project? | I believe that we needed to focus harder on creating a unique game rather than one that was just trying to fit the initial brief. Our team started off working together well however, one of the programmers dropped out of our group without letting us know in advance. This made the progress of our game difficult as well as slightly confusing as he had created most of the original game.  I also feel that our adapting to the feedback we got was not ideal and I believe that in future we all should look at feedback in a different perspective and try to make a more entertaining game. |
| What do you think of your own contribution to the project? | Since I was the only designer on the project I feel that I played an important role towards the creation of the game and its appearance. I not only designed the initial game we created and scrapped but also all of our stages of the final game. My job was to direct the two programmers to create the game that I had been designing with their assistance.  Being the only designer I also had the tasks of making the artwork which unfortunately means the entire game is made up of my own artwork. However, this does mean that I provided a large amount of artwork which was both used and thrown away (e.g. first game). |
| **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?** | I have learned that I need to be focused on working creatively however, I also need to foucs on making sure everyone in the team is working together productively and toward a common goal. Not like during this project where we lost one our members for unprofessional reasons. |

**Asset List:**

**Final Game:**

* Created all fish for final game
* Created different coloured fish for the final game
* Moodboards made for the art style of the final game
* Designed the matching mechanic and what the players would do
* I created the players sides being a boat one each side of the phone being different colours (red & blue)
* I also made (on photoshop) the water background for the fish to swim in
* All and any artwork within this game has been created by me
* Created the presentations for all presentations to do with this game.

**Failed Game:**

* Background for Snap
* Four different suites for the cards within the first game
* Moodboards for the game design
* Fully custom made deck of cards to be used on mobile
* Different varieties of colours for the background choice
* Any artwork that would have been used in the game was created by me