**PROJECT POSTMORTEM SUBMISSION FRIDAY 4TH MAY 2018**

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| **STUDENT NAME** | Charlie Crewe |
| **PROJECT NAME** | Level 6 Design Master Class |
| What do you think went well on the project? | I was happy with how I managed to find where the fun was within the original game idea, and took the steps necessary to strip away all the clutter and fluff |
| What do you think needed improvement on the project? | More playtesting earlier on would have meant I could have spent more time making changes that the players suggested, which would ensure the game suited them much better. |
| What do you think of your own contribution to the project? | I was happy with my ability to completely design and create my own game around the brief and adapted the design to find a game that had an enjoyable core mechanic. My regret is that I didn’t spend more time playtesting the game and designing art assets for the 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?** | The importance of playtesting is something that I really grew to understand in detail this project, because I was focusing on a simple game mechanic that I could quickly great a prototype around it meant that play testing could have been done much sooner and really can shape a game around your play, as you play can want or think or things that you never imagined |