**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** | Max Carter - S175573 |
| **PROJECT NAME** | Design Masterclass - K.R.A.B.S. |
| What do you think went well on the project? | - We went through iterations to get our game to fit the brief (with the control scheme to fit the ‘one tap’ part  - Playtesters have always given positive feedback, one playtester giving a genuine moment of fiero with a fist up in the air in their triumph.  - The graphical updates (both UI and game assets) look much cleaner and fit the game better  - The android build runs very smoothly  - The finished game is fun to play  - Communication quality. All communication between Rebecca and I was clear and detailed. We always made sure we were happy with iterations and assets before moving on from them. Our calls would always be productive  - We finished everything we set out to do. |
| What do you think needed improvement on the project? | - Communication frequency. We sometimes went through periods of time with very little contact.  - Project management. Like above, but we didn’t really have much management going on. We met up and did work, however neither of us really chased the other up about work or monitored it much. |
| What do you think of your own contribution to the project? | In terms of the quality and the quantity of the works, I’m happy with both. I think all the new assets I’ve made look great and I’ve produced all the things we wanted me to produce. I had fun creating all the new characters and backgrounds, and I went through numerous iterations for most of the assets before both Rebecca and I were very happy with them.  If there is one thing I’m not happy with, it’s my consistency. There were some periods of time where I did little to no work, and other times where I was quite heavy on the work. |
| **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?** | - Having group feedback frequently while producing assets is very helpful as it improves the quality of the finished pieces and having numerous heads on it will spot more potential issues.  - My time management is quite poor, so I really need to focus on being more consistent for future projects.  - Keeping the programmer updated frequently with extensively playtested issues helps keep the game running very smoothly and as bug-free as possible. |

**Asset List:**

∙ Everything in the ‘# Max’ folder

∙ Everything in the ‘Additional Feedback’ folder

∙ Everything in the ‘Presentations’ folder