**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** | Rebecca Brannum |
| **PROJECT NAME** | K.R.A.B.S. |
| What do you think went well on the project? | I’m pleased with how the game turned out, and how well the game runs on Android. The new menu system is some of the best code I’ve written, and the graphical updates to the game have been a huge improvement.  The UI and control changes needed to both work on a touchscreen and meet the brief, although going through several iterations, have turned out well.  The game has been positively received by the people who’ve played it, and a highlight of this project was the moment of watching a genuine triumphant victory air punch from a playtester experiencing fiero. |
| What do you think needed improvement on the project? | Communication between myself and Max could have been better. While I did try chasing him up for the work he needed to deliver, there was a period toward the middle of the project in which we had little contact with each other and as a result things did not get done when they should have leading to a last minute rush to put his art into the game project.  It would have been better to have had more playtesting done on the game towards the later stages of development. While I managed to get a lot of playtester input during the earlier (pre-beta) builds, my full time work schedule and commitment to the final year group project work, has meant that I’ve not had many opportunities to gather good user feedback on the changes that were made to the game. |
| What do you think of your own contribution to the project? | I had to make major adjustments to the original code for the game to split the unity scenes, build a new menu system, adapt the controls and UI for a mobile touchscreen, as well as overcome the challenge of getting the game to run on the Android mobile platform smoothly. In addition to these changes I also spent time refining, the core mechanics as well as building a new gamemode that added laser walls as obstacles.  I’m very pleased with how well everything went on my side of things, however I had intended to do more to develop the gameplay beyond what we had originally. While the new gamemode presented in the final build was part of that, I had hoped to develop one more. Time constraints, plus the unexpected complexity of other aspects and the need to spend time iterating the controls and UI, meant that it was not feasible to do so to a suitable standard. |
| **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?** | If I were asked to do this project again, I would not be able to have the solid foundation of an existing game jam project to work from and as a result spend more time exploring the possibilities the brief presented.  I would also be more careful about who I work with if given the option, so that I would not have to constantly chase down work that needed doing.  I would also make an effort to improve communication and project management between myself and other group members.  I have a tendency to be self focused on my own areas of a project to a point where I can overlook opportunities to either delegate more effectively, or ignore problems arising early enough to prevent them from growing out of control. |

**Asset List**

Scripts - All of the scripts in the Assets/Scripts folder with the exception of those in the 'Third Party' folder are all my own work.

Sprites I made:

UI Folder

- Left and Right Arrow sprites

- Studio Logo

- The Shield and Rocket Button icons and backgrounds

Textures Folder

- The laser textures

- The shockwave textures

- The bubble, lightning and droplet particle

- Everything in the petals folder (not used in the game)

I built all of the scenes in Unity, and implemented the audio mixer, though the sound effects and music are the work of Elliot from the original game jam project.

Everything in the Standard Assets folder is not the work of anyone in the group.