**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** | Callam Mutton |
| **PROJECT NAME** | Masterclass Bandai Namco Brief |
| What do you think went well on the project? | The group meetings all members attend, uploading work and getting tasks done as seen from Jira and GitHub, and managing the team the team to keep us all up to date. |
| What do you think needed improvement on the project? | Sending emails could’ve been improved as we used social media and Discord to communicate to each other more than the webmail service provided by the university. |
| What do you think of your own contribution to the project? | I think my contribution was okay, I started out rough missing a few weeks’ worth of work because I was sometimes focusing on other stuff when I should have been managing my own time on things better. |
| **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?** | How to manage myself better and putting it to effective use to manage others so all the members stay up to date with work, attend meetings and send emails every once to twice a day. |