**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** | Quwaine Dantes – McPherson |
| **PROJECT NAME** | The Battle Below |
| What do you think went well on the project? | I feel like coming up with ideas quickly and settling on them, to rapidly build a prototype for us to start polishing was something that went well on the project. Additionally, constant communication (though this was using Facebook) was something was another positive as members that didn’t fully understand what needed to be done or who were struggling were able to quickly resolve the matter with the help of other group members. Holding meetings psychically and over the internet meant that we knew were people were at with the work that they needed to do as it was something that allowed us to have more than just the one meeting on Wednesday as some group members were always able to travel to come in for meetings. Lastly, with members clearly stating what they are good and bad at helped us to decide what tasks would be allocated to who so the strengths of the group could be properly utilized. |
| What do you think needed improvement on the project? | Communication via email is something that could have been improved as well as group members showing up for psychical meetings, or giving more than just a 30min-1hour notice especially when meetings about progress or works that they were assigned were the focus of the meeting for that day. Something I Personally could have improved of was logged my hours properly, as I tended to only log hours once I had finished the tasks and only logged up to the maximum amount of estimated time rather than the time it took me (at times I would log 2 hours when something would have taken me 3-5 hours) |
| What do you think of your own contribution to the project? | I believe that I made a sufficient contribution with the group, as my strengths were also the strengths of others in group I decided to step out of my comfort zone and do what was left over after the rest pf the group had chosen their tasks so that all work that was essential was completed for the weeks sprint they were set, this also allowed me to fix assets or research that needed to be redone or edited if the group felt that was necessary. However, I feel like I could have done more (in terms of working on the game in UE4 but it was decided that only one person would work on it to avoid problems with different types of coding. |
| **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 the importance of constant communication through any means with group members as it allows for issues to be identified and resolved quickly. I have taken away the experience of filling the gaps in a team and doing what is required of me in order to get the game to the next stage of development which is something that I will continue to do moving forwards as it shows other members that you are willing to put in effort in areas that you may not be strong in, so that as a team you can succeed. |

Asset list:

dm-bandai-namco-group-9\Artwork\Asset Completed Art\PNG\Props:

Blue whale, floating rock 2.0, seaweed (finished), surface rock 2.0, underwater mine

dm-bandai-namco-group-9\Artwork\Asset Completed Art\PSD\Props:

Blue whale, floating rock 2.0, seaweed (finished), surface rock 2.0, underwater mine

dm-bandai-namco-group-9\Artwork\Asset Completed Art\JPG\Props:

Blue whale, floating rock 2.0, seaweed (finished), surface rock 2.0, underwater mine

dm-bandai-namco-group-9\Artwork\Asset Completed Art\PNG\Subs:

All of the psd and png files in the folders for the submarines

dm-bandai-namco-group-9\Artwork\Asset Completed Art\PNG\Obstacle:

Blue whale, Floating rock 2.0, Seaweed (finished), Underwater mine

Everything in dm-bandai-namco-group-9\Artwork\UI Art\Level Background

Everything in dm-bandai-namco-group-9\Artwork\UI Art\Menu's\Game Background

Everything in dm-bandai-namco-group-9\Game Files\Music

Everything in dm-bandai-namco-group-9\Research\Feedback on play testing

Everything in dm-bandai-namco-group-9\Research\Images

dm-bandai-namco-group-9\Research\Documents:

Core Game loop (DM9), Music references, The demographics of our game and references

Helped work on the presentations in dm-bandai-namco-group-9\Presentations

Helped work (slightly) on the prototype located at dm-bandai-namco-group-9\Game Files

dm-bandai-namco-group-9\Artwork\Asset Concept Art\PNG\Props:

Blue whale, Underwater Mine, Floating rock 2.0, Surface rock 2.0

dm-bandai-namco-group-9\Managment\Meeting Minutes:

Meeting Minutes 21-03-18, Meeting Minutes 04-04-18