**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** | Thomas Simmons |
| **PROJECT NAME** | Design Masterclass Group Project (The Battle Below) |
| What do you think went well on the project? | What I think went well in the project was the ability to come up with one idea that is successful to the constraints given by the brief and stick with it till the end. The frequent group meetings and management was very good as well, all group members on most weeks where able to complete their tasks to a good standard and well before the end of the weekly sprint. The presentations went very well other than the first one. The communication was very frequent on likes of Facebook and discord.  Coming up with Ideas:  The brief we were given considerably helped with this yet we as a group quickly came up with an game idea and after our first pitch showing off some of our concept art and ideas we cemented this idea which at the end of the project turned out to be a great game and hit every element of the brief well.  Frequent group meetings:  Having frequent group meetings really did help this project to be successful. This is due to matters about group member’s tasks and them needing help or explanations on how to complete them. This also helped with the progress of the project by judging how long tasks where going to take to be complete, if they were complete and if they were done to a good standard. This didn’t stop over the holidays as we used discord to have group meetings  Management:  The management was excellent during this project, meeting minutes almost all the time where done on the same day the meeting took place and was very detailed describing what happened during the specific meeting. Tasks where set every week promptly and unless authorized incomplete tasks where mentioned and carried on to the next sprint. During the Easter break this didn’t slow down and tasks as well as meeting minutes where done to a good standard. |
| What do you think needed improvement on the project? | What I think could have been improved in this project was the forms of communication we used to discuss our tasks and set up group meetings. The whole group rarely used the official ways of communicating which is emailing, the only time we did was to declare weekly sprints where activated on JIRA where all group members declared they acknowledged this.  Also something else that could have been improved was the honesty of some of the group members specifically towards the time taken to complete tasks and the timing these tasks where going to be complete. This showed comparing this work with other completed work which the play testers did find.  Another thing that could have been improved was the timing of tasks being competed especially during the Easter break and two weeks afterwards. This did cause the project to slow down for a short while but didn’t break the project. |
| What do you think of your own contribution to the project? | I think my overall contribution was very good especially on the last month of the project. I had contributed a lot of the art assets, mostly for the game itself and the player’s submarine avatars. I believe these art assets could have had better quality put towards them as stated in our gameplay feedback yet it was good enough for our final build and the players liked the game a lot.  I also contributed to the management of the group, mostly towards the meeting minutes and setting tasks for each weekly sprint over the project. I did contribute to chasing up members towards the tasks they were set and if they have completed them.  I do admit during the Easter period and shortly afterwards I started to slow down to try and focus on other game projects but after this issue was amended I completed all my tasks except one to a good 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?** | The lessons I have learned during the completion of this project is the vital aspect to come up with an idea/s that hit the brief I am given, decide on an idea and go into depth with that idea. Never change the idea to considerably which will cause you to come up with a whole new idea. Also to be very specific with the descriptions towards tasks set especially if the member isn’t present at the meeting I am setting the task on. |

**The Assets I have produced**

**Game Idea:**

* All submarine concept art in formats PSD, PNG & JPEG
* All props concept art in formats PSD, PNG & JPEG
* All environment concept art in formats PSD, PNG & JPEG
* Class J concept art in formats PSD, PNG & JPEG
* All American design 2 Submarine designs in formats PSD, PNG & JPEG
* All American design 2 damaged Submarine designs in formats PSD, PNG & JPEG except flags
* All British Submarine designs in formats PSD, PNG & JPEG
* All British damaged Submarine designs in formats PSD, PNG & JPEG except flags
* All Japanese Submarine designs in formats PSD, PNG & JPEG
* All Japanese damaged Submarine designs in formats PSD, PNG & JPEG except flags
* All Russian Submarine designs in formats PSD, PNG & JPEG
* All Russian damaged Submarine designs in formats PSD, PNG & JPEG except flags
* All Turkish Submarine designs in formats PSD, PNG & JPEG
* All Turkish damaged Submarine designs in formats PSD, PNG & JPEG except flags
* Props Underwater mine, Surface rock version 2, all three torpedoes, depth charge and deployed in formats PSD, PNG & JPEG
* Complete class J destroyer in formats PSD, PNG & JPEG

**Management:**

* All declared meeting minutes under management.