**PROJECT POSTMORTEM SUBMISSION FRIDAY 4TH MAY 2018**

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| **STUDENT NAME** | Alexander Polley |
| **PROJECT NAME** | Days without incident |
| What do you think went well on the project? | I believe that the decision to restart our project and create a new game, allowed us to create a game that adhered to the brief correctly as well as learn from our mistakes.  The team worked together effectively as we had all worked together on projects before and as such, each knew each-other’s strengths and weaknesses. Because of this we didn’t have to spend too much time working out who would be working on what and instead focused primarily on creating a game that suited the brief.  In the end I am happy with how the project turned out as, due to our decision to change the project we were working on we managed to take a step back and correctly assess what went wrong and create a suitable game. |
| What do you think needed improvement on the project? | Because of our decision to change the project mid-way through the development process, we were cut short for time and as such didn’t conduct as many play-testing sessions we would have liked. Additionally, because of the lack of time we had left, some areas of the project were left in a prototype-state. One of example of this being the player colliders with the environment that would regularly cause players to clip through walls or platforms. |
| What do you think of your own contribution to the project? | After switching projects, I had changed my focus from creating art assets to helping create blueprints for the game and UI functionality. Because of this I believe that I made a fair contribution to the project. As I had worked with the Unreal engine before I was able to create script for the game quickly and efficiently with the help of another group member. This allowed us to rapidly iterate after a play-testing session. |
| **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?** | This project has taught me how to critique myself and my work in a way that allows me to take a step back and see if what I have made follows the set brief. This project has also taught me the importance of knowing when you should either kill a project or continue working on it. Something which I have rarely done before on past projects.  This project also allowed me to further develop my knowledge of working in the Unreal engine and blueprint. By working with another person on the same script, we could learn from and bounce ideas off each-other. This is something which I hope to do on future projects as I have learnt a great deal using this method of development. |

***Asset list:***

**Images:**

* SplashScreen.jpg
* Ui\_concept.jpg
* Heart\_icon.png
* Lightbulb\_icon.png
* Seven\_icon.png
* Concept1.jpg

**Blueprints and widgets:**

* PlayerOneBP blueprint
* Collectable1 blueprint
* Collectable2 blueprint
* HowToPlayWidget
* MainGameLevelSequence blueprint
* StartScreenWidget
* Player1WinWidget
* Player2WinWidget