**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

* 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.
* 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** | Callum Walsh |
| **PROJECT NAME** | Level 6 Design Master Class Group 2: Days without |
| What do you think went well on the project? | Firstly, what I thought when well with the project was that as a team we worked rather well together. We all knew each others strengths and weakness. So, when it came to having to work on our second concept we were able to quick to put it together tasks for each which allowed us to create a working prototype.  Secondly, what I also thought went well was that we were able rapidly iterate previous game concepts that were presented in our very frist presentation to create a new concept that would adopt the feedback given to us by the lectures in previous presentations and feedback sessions.  Lastly, I thought as a group we communicated with each other rather well. We all understood each others ideas, listend and was willing to part with ideas if another was better. Again this was especially helpful when it came rapidly iterating older game conpects to create a new. |
| What do you think needed improvement on the project? | Firstly, what I thought could have been improved as a group was our time managment. I personally think we could as group have spent more of our time working on developing our project. As we found ourselves rushing to complete certain tasks for this project especially towards the end of the development cycle. This was due to our attention being drawn away other projects that we were developing at the time.  Secondly, what I thought could have been improved on the project was that as a group we could of had a better understanding of the breif that was set to us by Bandai Namco. To be more preciese a better understanding of our target demographic. As we started to come up prior doing research into to the given target demographic, which ultamiatly lead our original concept not matching the breif , leaving to us having to create a new concept quite far down the develop cycle.  Lastly, I personally think the project would be far better if we spent more time getting more userbility testing for our inital concept. Doing so would have allowed us to obtain feedback prior second presitation, which could have possibly allowed us to advoid having to re-design and come up with a new entire concept rather late into the development cycle. Again we had the same issue with the our new concept As a group we feel behind, trying to create a working game. This lead to us not having many unserbility testing sessions which led to a lack of polishing, leaving a few bugs and broken elements. |
| What do you think of your own contribution to the project? | I'm honestly happy with the my contribution to the project, although I wish I could have helped out more with some of the more designer aspects for the project then solely focus on the programming side with help from Alexander Polley, this was due to the lack having a programmer in our group. Although lookng back on it now, I'm happy to focus more on the programming side as I was able to learn vunarble game development skills. |
| **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?** | An important lesson I would take away from this project is to make sure as a group to manage our time better. Make sure that we balance it out so we can focus and make time for more than a single project so that other projects don't get neglected and end up having to be rush to completion.  Another lesson I would take away from this project would be how important it is to obtain userbility testing, not to only help you polish your project, but to help you know if your project is hitting the requirements that are being asked of you. |

**Design Master Class Asset list**

**Research and Concept Assests**

The list below is a list of documents I wrote or concepts I created to development of the project.

* DMCDESIGN.jpg
* DMCGameLoop].png
* DMC\_TA.png

**Scripts and Blueprints**

The list below is a list of scripts and blueprints that I created

* ButtonInputController.cs
* ButtonInputPlayerTwo.cs
* GameManager.cs(Contributed to)
* LoadSceneScript.cs
* Collectable Blueprint
* Collectable2 Blueprint
* DMC-GameMode Blueprint
* DMC-PlayerController Blueprint
* PlayerOneBP Blueprint

**Debug art assets**

The list below is a list debug art assets that I created which were used in our very build of our original concept.

* DEBUG-PlayerDrawTitle.png
* DEBUG-PlayerOneLosesTitle.png
* DEBUG-PlayerOneTitle.png
* DEBUG-PlayerOneWinsTitle.png
* DEBUG-PlayerTwoLosesTitle
* DEBUG-PlayerTwoTitle.png
* DEBUG-PlayerTwoWinsTitle.png