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| **STUDENT NAME** | George Flude |
| **PROJECT NAME** | Days without Incident |
| What do you think went well on the project? | The team were able to iterate designs for prototypes for the game at a speed that ensured we were able to hone the fun elements of the game. Our brainstroming sessions were full of ideas that we weren’t too precious about and were scrapped quickly to constrain ourself in what we would eventually produce to adhere to the brief |
| What do you think needed improvement on the project? | Time management was a key flaw in our group, as other members were working on other projects while this one was left. Weekly meetings could have solved this, like the meetings with the Group Project. A lot of the ideas for games, and the games produced, relied heavily on twitch based mechanics which meant the game was not relevant to the brief set, needing to appeal to casual audiences.  Ultimately we were unable to port the game to mobile for the final game, which was a key part of the brief. Therefore, playtesting had to take place on PC, and the final build is on PC |
| What do you think of your own contribution to the project? | My contribution to the project involved creating art assets and being involved in the design of the game. As with the group project, I wish I could have taken a more active role in the prototyping stage, and if not involved in the programming, helped to provide more feedback from playtesting that the group could have used. |
| **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 project?** | Ensure that the game you have prototyped adheres to the brief in the earliest stages you can. This allows room for reworking the game and stops you from having to do so at a late stage in the project. |

**Asset list:**

* Sign.png
* Ball1.png
* Ballhead.png
* Barrier.png
* Cone.png
* Crate.png
* Hat.png
* Man.png
* Roadwork barrier.png