**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** | Blake Hewitt |
| **PROJECT NAME** | Group 8 – Hamsterdam |
| What do you think went well on the project? | I came into this group late, around Christmas Break, but was immediately made to feel welcome and valued as a member of the team. We communicated very well, having regular conversations on the platform Discord, which were then recorded in meeting minutes by Joseph. This allowed us two opportunities to catch up on any discussions that may have been missed. All our Wednesday meetings were held at around the same time, which allowed us to set meetings up a lot faster and more efficiently. We all showcased our tasks for the sprint in our meetings, so that all members had the opportunity to offer feedback on the tasks, thus bring the standard of our work to a higher level. |
| What do you think needed improvement on the project? | Some of our sprints tended to show that work was being completed later and later into the sprint, which was more present towards the end of the project, due mainly to other assignment hand in dates, thus those modules and pieces of work took precedent. Showcasing work during the sprint, may have helped to lower the number of repeated tasks that occurred, as feedback could have been offered quicker. |
| What do you think of your own contribution to the project? | I feel proud of the contributions I made to the game, as I was involved in a high number of design aspects of our game, such as level designs and tutorials. I feel that my contributions in meetings elevated aspects of the game, as I could offer a unique perspective on various gameplay elements, as they were discussed, leading to effective design and implementation of these elements. |
| **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 biggest lesson I will take forward is the importance of researching certain gameplay elements, like tutorials. By using other games as examples, it’s a relatively straightforward process to discover what does and doesn’t work and the reasons for this. This then leads to an improved gameplay experience in our game, as we have thoroughly researched that element. |

**Asset List:**

* 3 versions of a conveyor 3D model – normal, slow and rotating, multiple iterations
* A grinder 3D model, multiple iterations
* A factory 3D model with a reference moodboard
* An input 3D model, multiple iterations
* A mayor’s house 3D model
* An output 3D model
* An oven 3D model
* 3D models for our Overworld – a hamster wheel, a light, the light post and 2 houses
* A brewer 3D model
* Design document – beginner potions
* Design document – leading players through levels
* Design document – level plan
* Design document – level plan section 2
* Design document – level plan section 3
* Design document – level plan section 4
* Design document – potion names
* Design document – concept for leading through levels
* Design document – rotating conveyor
* Tutorial ideas document
* Rationale for playtests
* 6 playtesting forms
* Feedback text file
* Potential sound list document – with sources of sound effects
* 33 sound effects found
* Font research document