|  |  |
| --- | --- |
| **STUDENT NAME** | Joseph Barber |
| **PROJECT NAME** | 1. Game Project - IMDCGD307-17YRD – Level 6, Group 8 |
| What do you think went well on the project? | The work between programmers was handled well. We each had our own areas to work on which kept each of us with a sensible amount of work and minimised conflict, these areas came together smoothly. We defined code standards early on in the project which we maintained throughout which made it easier when we had to work with anybody else’s code.  Our game became feature-complete at a sensible stage in the project, this left us with a long time to tweak and polish the game without adding any new mechanics or features.  We began playtesting at early stages and this helped us to notice design issues early on in the project. |
| What do you think needed improvement on the project? | I feel we should have elected a member, preferably a designer, in our group to be the final decision maker. On more than one occasion we would be discussing mechanics or other game ideas and did not conclude which idea to implement – this lead to ideas being implemented slower or at a later date and this left less time for playtesting. Electing a final decision maker would have made this a much smoother process. |
| What do you think of your own contribution to the project? | My own contribution to the project was vital. I coded all the main gameplay mechanics, the saving/loading code and the input for the game.  I coded the behaviour for each machine and how the machines interact with each other, this can handle any situation and thus allows for emergent gameplay.  I coded how the levels are saved to and loaded from file.  I also coded the input for the game, this also involved a lot of playtesting and tweaking to ensure the game was easy to interact with and play on a mobile device. |
| **OVERVIEW** |  |
| **Thinking about the project you have worked on this year, what are the important lessons that you will take away from your experience for your next group project?** | Firstly, I would elect a design lead to make the final decisions on the game, this would lead to game decisions being made earlier and thus implemented earlier, this would leave us with more time to play test to that we can make more informed decisions.  Whilst I think we did a lot of playtesting early on, I think we should have done this testing on our platform of choice (mobile) instead of PC. This would have allowed us to flesh out optimisation issues and input control issues earlier. |

|  |  |
| --- | --- |
| **Asset list:** | |
| AudioManager.cs | DimmableObject.cs |
| EventManager.cs | Factory.cs |
| GameManager.cs \* | Level.cs |
| LevelController.cs \* | ResourceManager.cs |
| SaveLoad.cs \* | Tile.cs |
| TownHall.cs \* | TownSection.cs |
| Utility.cs | GameCanvas.cs \* |
| IngredientPanel.cs | RecipePanel.cs \* |
| UI\_GameControlButton.cs | UI\_InputterPanel.cs |
| UI\_OutputPanel.cs | Tutorial.cs |
| IntroductionTutorial.cs | MachinesTutorial.cs |
| RotatorTutorial.cs | SlowConveyorTutorial.cs |
| Player.cs \* | Machine.cs \* |
| Brewer.cs | Compound.cs |
| Conveyer.cs \* | Inputter.cs |
| Mixer.cs | Output.cs |
| Oven.cs | PestleMortar.cs |
| RotatingConveyer.cs | Item.cs |
| Potion.cs | Waste.cs |
| Ingredient.cs | CraftableItem.cs |
| Vector2Extension.cs | CameraController.cs |
| MoveCamera.cs |  |

Note: Files with an asterisk (\*) are files which multiple people have worked on.