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| **STUDENT NAME** | Elliot Dewhurst |
| **PROJECT NAME** | 1. Game Project - IMDCGD307-17YRD – Level 6, Group 8 |
| What do you think went well on the project? | Project Management was handled collaboratively really well. We met up every week for a sprint review meeting, and then went on to setting up the next sprint by allocating tasks according to team member preference. I feel all of our meetings were of great benefit to the project as a whole.  Each week our game grew in quality significantly and our milestones were hit at expected times. I believe this is due to the extensive reviews we did each week on our game and the removing of features that we thought overcomplicated the game without adding much quality content. In the end I believe our game was at a pretty good standard and could be continued on in the future.  In terms of programming, the game had a very solid foundation early on and this helped a lot to build new features on top of it. We never really had any issues when working together on the code and it went very smoothly throughout the project. |
| What do you think needed improvement on the project? | Outside of meetings communications could have been more frequent between the designers and programmers. During our meetings we also spent a lot of time planning how a feature would fit in to our game and the reasons why we wanted said feature without properly asking our demographic for feedback beforehand. This ultimately resulted in us axing a few features we spent too long planning. |
| What do you think of your own contribution to the project? | I believe I was a great part of the team, helping establish the early foundations of our game code, programming the overworld mechanics and high scores system which connected to an online real-time database as well as setting up the user authentication and sign up system.  I attended almost every meeting and felt like I gave valuable feedback and contributed useful ideas to discussions.  I also paid a critical role in bug fixing as much as possible throughout the project. |
| **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?** | Playtesting for mobile games is a difficult task but would have been extremely useful to do early on and consistently. Building the game for both iOS and Android was a significant challenge that we overlooked due to the requirements and therefore we didn’t get as much testing done as we would have liked.  Spending too much time planning features without making sure our demographic approved cost us a lot of time that we could have used to further refine our game mechanics. |

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| **Asset list:** | |
| DBManager.cs | Factory.cs\* |
| FactoryHighscore.cs | GameManager.cs\* |
| Level.cs\* | LevelController.cs |
| Overworld.cs\* | SaveLoad.cs\* |
| Stockpile.cs\* | Tile.cs\* |
| Townhall.cs\* | TownSection.cs\* |
| AuthServices.cs | CameraController.cs\* |
| Machine.cs\* | Mixer.cs\* |
| Output.cs\* | Player.cs\* |
| PlayerAchievements.cs\* | Outline.shader\* |
| SplashUI.cs | FactoryPanel.cs\* |
| GameCanvas.cs\* | HighscoreUI.cs |
| OverworldCanvas.cs\* | UI\_FactoryOverworld.cs\* |
| UI\_ScoreScreen.cs\* | Mushroom1.obj |
| PostProcessing/ | Game.unity |
| Overworld.unity | Splash.unity |
| Firebase Database and Auth |  |

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