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| **Student Name:** | John Dorman |
| **Project Name:** | Game Project - IMDCGD307 - Level 6 Group 8 |
| What do you think went well on the project? | Overall I think that the project was managed well. Each week of the project saw all the group members assigned relevant tasks with clear objectives. We held a meeting each Wednesday which had three purposes a recap of tasks completed within the week, a design discussion, and assignment of new tasks. We kept notes from all of our meetings which allowed us to refer back to them when needed.  Additionally, I felt that we delegated work well, particularly amongst the programmers. For the most part, each of the programmers was be able to work independently of the others. This allowed each of us to maintain our own areas in the game world making it easy to implement changes when needed. Eventually we did have to cross into one anothers’ codebases however we communicated well both in person and remotely over discord. |
| What do you think needed improvement on the project? | I feel that there were two areas that could have improved our project. First off I felt that we had a lack of design vision early on. With a group composition of three programmers and a designer we quickly plowed on through the project without fully considering each of our design decisions. Eventually, I pulled back my programming tasks and took on a designer role in the group. This helped, but we did end up having to redesign a lot of the completed work.  After taking on a second designer the project felt more balanced. However, this lead into the second problem. With another member in the team it became increasingly more difficult to agree on design decisions. On more than one occasion work was redone multiple times as a result of having no final decision. |
| What do you think of your own contribution to the project? | As a whole I felt that I had a substantial influence on the project, taking on designer, programmer, managerial roles throughout the project.  During the first half of the project I took a large role in the design and management. I was responsible for fleshing out progression, user interaction, and designing the game’s scope. On my managerial role I focused on providing tasks that were both relevant and suited to each of the group members.  Later on in the project I got more stuck into the unity build itself. I worked largely on overworld scene building the terrain, placing the models, and establishing the theme. Outside of that I designed and implemented the UI elements in each scene.  As the project was coming to a close I focused on completing “polish passes”. These were full game passes that I would either run through myself or with the help of a play tester taking detailed notes. |
| **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? | I really enjoyed working on this group project as I learned a lot. One of the first lessons that I learned was the importance of establishing expectations for the project. As if there is a large discrepancy between ambition levels of the group members it can negatively affect fluidity of the project as a whole.  I next learned that it would be massively beneficial for group projects to have a group/design lead. Needless indecision and conflicts of opinion can slow the progress of a project.  Lastly, I discovered the importance of cutting and rescoping. At various points in the project we had to scope down, cutting out a substantial amount of features. Without this we wouldn’t have completed the project in time. |

**\* Are for assets that had multiple group members edit**

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| **Scripts** | |
| GameCanvas.cs | FollowCamera.cs |
| OverworldCanvas.cs | MoveCamera.cs |
| SceneFading.cs, Frosted.shader (**Largely sourced from Unity Forums**) | Outline.Shader \* (minor edits) |
| Overworld.cs \* | CookbookPanel.cs |
| Townhall.cs \* | FactoryPanel.cs |
| UI\_ScoreScreen.cs | UI\_FactoryEntry.cs |
| UI\_PotionPanel.cs | RecipePanel.cs |
| UI\_FactoryOverworld.cs | IngredientPanel.cs |

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| **Unity** | |
| Overworld Terrain Sculpting | Overworld Terrain Texture Painting |
| Overworld lighting \* | Building Placements (clutter, factories, etc) |
| Factory UI (Machine Selection, Entry Panel, Exit Panel, Start/Stop, Cookbook, Ingredient Selection) | Overworld UI (Stars, Factory Panel, Factory World UI, Townhall panel, Setting Panel, Star Counter) |
| Splash Screen UI \* | Game Scene Model Adjustments \* |
| Tutorial Scene UI (Dialogue box) | Font (Style, Color, Placement) |

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| **Documents & Extra** | |
| Early Scene Mockups | Mechanics, Progression & Font research |
| Test Rationale & Feedback templates | Demographic / Psychographic research (Core Gamer Carol) |
| Overworld Designs | Play testing + feedback |
| Polish Pass .doc, written notes | Various Programmer Art & Models **(Some made it to final!)** |