**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** | Miruna Rosca |
| **PROJECT NAME** | Group8 - Hamsterdam |
| What do you think went well on the project? | Everyone in the group has been serious about their work, completing and uploading their tasks. We had weekly planning meetings where we discussed out tasks and made any necessary changes. We were easy to get along and we kept each other updated throughout the project. |
| What do you think needed improvement on the project? | I think the main issue of the project was the over scoping. We set out to achieve a finished, polished product with many more features than we were able to implement.  A second issue we had was towards the end of the project when tasks weren’t completed or moved across the sprint when finished, mostly because of issues we had as well as other module deadlines. |
| What do you think of your own contribution to the project? | For the most part I am pleased with my contribution to the project, having done most of the concept and art assets of the game, as well as textures.  During the end of the project I’ve had mental and health issues that have prevented me from doing as much work as I would have liked, or the quality of my work has been lower than usual. |
| **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?** | In the future I will know to keep my goals realistic, trying to minimize the problem of over scoping.  I will also know and make sure I keep in touch with my team and have weekly meetings to discuss everything that has been done through the week. |

Asset List.

Crate model and texture

Textures for 12 models

Four factory interior textures

Overworld map concept

UI artwork

UI assets

Book concept art

Old factory concept

Currency artwork

Dialog box concepts

Factory asset concepts

Two concept screen shots

Hamster concepts

Outside artwork

Hamster mayor

Overworld concepts

Potion artwork

Eleven Game Mock Ups

Eleven Mood Boards

Grass Texture for the Overworld

Dirt Path Texture for the Overworld

Five Previous Game Idea concepts

Four Previous Game Idea Research Documents

Two game currency research documents

Psychographics Research

Two theme documents

Three potion Research Documents