**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** | Caitlin White |
| **PROJECT NAME** | L6 Group 1 |
| What do you think went well on the project? | Despite not being able to incorporate all the individual star signs mechanics, I think the game we produced is quite good – it fits our brief well and with additional time to work on it, I think it could potentially be put on the app store. I think the mechanics we have implemented at this current point are enjoyable to play and have allowed us to introduce elements of smart depth which was one of our initial goals – the puzzles we have in the game can be completed in different ways and there is an optimal way of completing them which will give greater rewards to the player. This adds an element of replayability to the game which would encourage users to come back. I believe the theme we picked for our game fits our target audience well and we have managed to keep a consistent art style throughout all our assets. I think the assets that were produced are clean and legible and they do look good on a mobile device. I think the group worked well together and we were able to negotiate and discuss things in a civil manner and come to decisions quickly when needed. |
| What do you think needed improvement on the project? | I think a part of our game that needs improvement is this narrative that we wanted to implement. We had ideas for the narrative but were hindered in some ways as there was nobody in the group that was confident in drawing character art which we ideally would have liked to be able to implement. I would have also have liked to have a short animated sequence that would play at the start of the game to introduce the narrative, but again, as there wasn’t anyone that felt confident in drawing character art, we were not able to implement this. I also think we needed more time to fully polish the game as we had some art assets and animations we wanted to implement but unfortunately we were not able to. Something else that I think would have helped improve our project would have been to be able to get more playtesting done on mobile devices and also on a variety of different sized mobile devices so we could ensure that all the assets and buttons etc were the correct size on the screen. Unfortunately, towards the end of the project we had a bug that meant that we were not able to get playtesting done on a mobile device and by the time it was fixed, there was not enough time to get more playtesting done. Something else that could have improved the project would have been to have more ideas for power ups that we wanted to implement into the game. We ran out of time to implement the ideas we had so far but having these implemented and also having ideas for other types would have helped the game but also would have meant more time would have been needed to balance the game around these power ups.  Our game was very code heavy so unfortunately it meant that our programmer had a lot of work to do so it would have been good if we could have assisted with it as this may have meant that more of our art assets would have been implemented. |
| What do you think of your own contribution to the project? | I think I contributed well the project. I produced numerous art assets that made it into the final game and also produced some animations. I think the art I have produced is to a high standard and fits in well with our game and the art style is consistent across all assets. I created a colour palette for each star sign based on research and the colours in the colour palette have been used to create a sense of consistency that tie in well with the star sign art so hopefully after a short while of playing the game, players will be able to recognize the star signs based on the colours used e.g. if a star signs main colour is green, this colour is then used for that symbol and also tied into the background for those levels so there is a uniform feeling across the assets. Where necessary, I have changed and reworked assets that were not suitable or not legible in the game and spent time reworking our UI assets to create a clear visual hierarchy. I contributed in group meetings and helped with brainstorming elements such as helping to come up with potential mechanics that could have been implemented into the game for each star sign and also did further research into these star signs to see if we could create mechanics that tie in to the theme and ideas of the star signs. Though I am ultimately not happy with the character that we have implemented into the game (and I feel this is due to my lack of art skills in drawing character art), I spent a fair amount of time working on it and scrapping and reworking ideas for it and researching and looking into other mobile games that fit our target audience to see what kind of characters these games use. |
| **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?** | Despite keeping it in mind that we should not overscope, I still think we did as we ultimately wanted to create 12 separate mechanics but this would have taken far too long as I think initially we didn’t bear in mind that we’d have to create these mechanics and then spend a lot of time balancing them. I think it would also be beneficial to allow more time for polishing towards the end of the project as we had some assets that didn’t make it into the final game. Another key thing would have been to do a lot more playtesting as this would have provided us with more vital feedback. |

**Asset List  
*In folder Notes/Narrative/:***-Narrative Script, -Narrative and Character Interactions, -Possible Narrative, -Tile Ideas  
***In folder Narrative/:*** -Intro Narrative.fla, -Introduction Narrative Image.png, -Narrative Script  
***In folder Concepts/Concept-Caitlin/:***-Colour Palette.png, -Level Select Concept.fla, -Potential Level Themes.docx, -Potential Art Level Select.png, -Star Signs Glow.fla, -Star Signs.fla, -Zodiac Signs Glow.fla, -Zodiac Signs Glow.jpg, -Zodiac Signs Glow.png, -Zodiac Signs.fla, -Zodiac Signs.png, -Animated Level Select.fla  
***In folder Concepts/Concept-Caitlin/Backgrounds/:***-1.png, -2.png, -3.png, -4.png,-Example.png, -Example2.png, -Example3.png,-Example4.png,-Example5.png   
***In folder Concepts/Caitlin-Concept/Backgrounds/Updated Backgrounds/:***-Aquarius.png, -Aries.png, -Cancer.png,-Capricorn.png,-Gemini.png,-Leo.png,-Libra.png,-Pisces.png, -Sagittarius.png, -Scorpio.png, -Taurus.png, -Virgo.png  
***In folder Concepts/Concept-Caitlin/Character/:***-Character W.I.P.fla, -Star Character.fla  
***In folder Concepts/Concept-Caitlin/Edited Symbols/:***-Zodiac Signs Glow Recolour border.fla, -Zodiac Signs Glow Recolour.fla, -Zodiac-Signs-Glow-Border.png, -Zodiac-Signs-Glow-Recolour-Transparent.png, -Zodiac-Signs-Glow-Thick-Lines-Transparent.png, -Zodiac-Signs-Thick-Lines.png  
***In folder Concepts/Concept-Caitlin/Level Select/:***-Large level select with symbols.png, -Large level select.fla, -Large level select.png, -Level select assets.png, -Level select section.jpg, -Screen view.png, -screen view.fla  
***In folder Concepts/Concept-Caitlin/Level Select/Nebula Pieces/:***-1.jpg, -2.jpg, -3.jpg, -4.jpg, -5.jpg, -6.jpg, -7.jpg, -8.jpg, -9.jpg, -10.jpg, -11.jpg, -12.jpg, -13.jpg, -14.jpg, -15.jpg, -16.jpg  
***In folder Concepts/Concept-Caitlin/Title Screen/***: -Title screen 1.png, -Title screen.psd  
***In folder Concepts/Concept-Caitlin/UI/***: -UI pieces 1.fla, -UI pieces 1.png, -UI pieces 2.fla, -UI-pieces-2.png  
***In folder Concepts/Concept-Caitlin/UI/New UI Design/****:* -UI layout.fla, -UI White.png, -UI.png  
***In folder Art Work/Character/***: -Character.fla, -Character.png, CharacterTransparent.png  
***In folder Art Work/Overworld Assets/***: -Nebula field layout guide.jpg, -Nebula field.jpg, -Separate Assets.fla, -Separate Assets\_Large.png, -Separated Assets.png, -Star Layer Background.jpg, -Star Layer Transparent 1 (Part 1).png, -Star Layer Transparent 1 (Part 2).png, -Star Layer Transparent 1 (Part 3).png -Star Layer Transparent 1 (Part 4).png, -Star Layer Transparent 2 (Part 1).png, -Star Layer Transparent 2 (Part 2).png, -Star Layer Transparent 2 (Part 3).png, -Star Layer Transparent 2 (Part 4).png  
***In folder Art Work/Star Dust Symbol/***: -Star Colours.png, -StarAnimTest.gif, -StarAnimTest.psd, -Stars.fla, -Stars.png, -Stars.psd -Stars2.png  
***In folder Art Work/Star Dust Symbol/Updated Sprites/***: -Stardust1.png, -Stardust2.png, -Stardust3.png, -Stardust4.png, -Stardust5.png, -Stardust6.png, Stardust7.png, -Stardust8.png, -Stardust9.png, -Stardust10.png, -Stardust11.png  
***In folder Art Work/Title Screen/***: -Banner.png, -Star sign logos.png, -Start button graphic.png, -Titlescreen.psd  
***In folder Art Work/User Interface/***: -UI Menu.png, -UImenu.fla  
***In folder Art Work/User Interface/Screen Tap Animation/***: -Screen Press 1 Spritesheet.png, -Screen Press 2 Spritesheet.png, -Screen Press 3 Spritesheet.png, -Screen Press 4 Spritesheet.png  
***In folder Art Work/User Interface/UI New/Character and Text Boxes/***: -Character and speech box.fla, -Text Box and Character.png  
***In folder Art Work/User Interface/UI New/Currency Symbols/***: -Currency Banners.fla, -Currency Banners.png, -Star Currency Symbols.fla, -Star Currency Symbols.png  
***In folder Art Work/User Interface/UI New/Screen UI-Buttons/***: -Alpha Buttons.png, -Buttons.png, -Game UI Mock Up.jpg, -Game UI.fla, -Game UI.png, -Main Menu UI.fla, -Main Screen UI Mock Up.jpg, -Main Screen UI.png, -Reset Button.png, -UI Mock Up with background.png

\*Red Text is work that was done in collaboration with Jamie Chandler – Also assisted with Level Select Assets in Art Work/User Interface/UI New\*  
Assisted with Presentations and minutes.