**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** | Connor Wilby |
| **PROJECT NAME** | Group Project, Group 1 |
| What do you think went well on the project? | The initial design of the game was good. The overall aesthetic of the different elements of the game worked well together.  The game saves and loads user/level data.  I also created a level editor which was very useful for quick iterations of the levels. |
| What do you think needed improvement on the project? | The initial UI design was primarily done by me despite numerous requests for an idea of what the final design was supposed to look like. Coupled with the fact that I was usually the only person who would consider opening the unity file (and who could use Github Desktop) this resulted in the other members of the team not knowing what the game actually looked/played like.  Meetings with the team were generally limited to picking what tasks needed to be done next, they were often not explicitly scheduled except for an expectation that everyone would be available to meet the following Wednesday. Generally this worked fairly well. Jordan took the minutes most weeks, however they were usually a simple transcript of what tasks we were doing for that week.  In addition, some obscure bug has meant that the levels will not load on a built version of the game, although they work perfectly fine in the unity editor. |
| What do you think of your own contribution to the project? | A lot of my work could have been better, actually working out how the UI should have been coded from the beginning would have been useful and the project has partially descended into spaghetti-code, but it works.  However, persuading the team to practice before each presentation and asking them to create an image showing how each of the UI elements should be put together resulted in a much smoother project. |
| **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?** | Sitting and working out exactly what each element of the game should look and feel like is essential to keep a project on track and would allow me to plan out my code structure more effectively.  I have learned a lot about designing and programming using Unity’s UI system. Project management wise, I have learned that assigning someone to keep the team on track with regards to minutes, tasks and chasing people up over incomplete tasks is very useful and it would have been a good idea for this project. I have noticed a significant lack of accountability because of this.  Multiple iterations of the UX has taught me a lot about the flow of a game, how most users prefer as few actions as possible to begin playing a game. |

Asset list:

* Programmed three working tile mechanics
* Created a level editor for saving and loading levels
* Created three scenes (Title, Overworld and level)
* Programmed multiple dynamic UI menus that loaded from external sources
* Two prototypes as well as the finalized game
* All screenshots/gifs of the game itself (Screenshots folder)