**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** | Jordan marks |
| **PROJECT NAME** | L6 group 1- Gemini |
| What do you think went well on the project? | The team work was top notch if anyone had a problem in the group. Other members of the group would help if they are able to do. The concept we come up with was based on a good deal of research, which evolved over time allowed us to create what I think is a very unique game experience for players |
| What do you think needed improvement on the project? | Communication could be improved a great deal. As we did not send any emails as a group for while over 14 weeks of the project. Logging hours was another thing that I feel as a group we could have improved. With people sometime forgetting to log work hours so no one know if the work has been done till we next had a team meeting. |
| What do you think of your own contribution to the project? | My own contribution to the project was a jack of all trades for the first 12 weeks and then the next 12 weeks of making levels and testing them. Levels made would be tested and tested till they are as near prefect as possible with the mechanics in game.  I feel that I could have helped with some of the art tasks more and not just left Caitlin and Jamie to do them. As we could have cut the work load between all three of us and got more art work out. Yet this did not affect the project in the end. |
| **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?** | Yet again communication needs to be something I work on. Listen to others ideas would also help. Trying not to just throw an idea away just because I don’t like it personal is bad practice and sometime I noticed myself doing this project. Apart from these two things I feel like this group project has been one of my better group projects out of the 10 that I have done over the course of 3 years. |

Asset list:

* The majority of the meeting minutes
* Concept folder
  + Concept sound.docx
  + Mechanics for hexes.docx
  + Narrative research list.docx
  + References.docx
  + Jordan folder in concepts
  + Ui idea 1.png
  + Ui idea 2.png
* Currency.xlsx
* UI button list for the game may or may not be needed.docx
* Psychographic Questionnaire.docx
* Work on all PowerPoints
* Bug finding in level editor and in the levels after they are made and playtested.
* Creation of levels for the game for every version of the game.