**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** | Jamie Chandler |
| **PROJECT NAME** | Gemini |
| What do you think went well on the project? | The overall game that we’ve created went far better than I anticipated. We were able to scope the project well and in the last final weeks of the project we added levels of polish that reflect that. We were also able to make drastic changes thanks to feedback from both play testers and lecturers such as UI changes, mechanic balancing, level design and artistic direction.  Our inclusion of a designer level editor was also something I’m particularly proud of as although the player would never see this, it enabled us to quickly produce and edit levels on the fly which gave a massive boost in production later in the development of the game once we started to mass produce levels. The level editor is also at a state in which it would be possible to release it to the public so that they could create their own levels, if we wanted to head in that direction.  Communication was good. Although we didn’t communicate through emails nearly as much as we did in the previous years, we were able to substitute this massively with in-person meetings that enabled us to work a lot closer together and with far more precise direction for our game. These meetings were as frequent as we could make them. |
| What do you think needed improvement on the project? | I just mentioned how I thought our communication was good, however I do feel as email communication could have been slightly better towards the end of the project as we really did start to slip in that regard. This was mostly to do encroaching deadlines like Final Project and the Easter break that left us little time to actually contribute to the Group Project module.  Sometimes it felt as though the skillset for our members wasn’t quite diverse enough for our requirements. Our game had quite a lot of technical aspects to it and with a single programmer that left the two main artists (me and another member) with more work than the programmer could actually implement in the allocated amount of time per sprint. Fortunately, this was offset with the level editor and the fact that we were making a mobile game which meant we were able to communicate closely with the programmer to make sure that we knew exactly where we were headed with the project. At the end of it all, very few art assets went unused, thanks to the planning. |
| What do you think of your own contribution to the project? | As we summed up the hours total on the Jira reports, it became clear that I had logged the least amount of time on the project however this was certainly not the case. For the last couple of months, I had been forgetting to log quite a few weeks’ worth of work which left my logging rather sporadic. Overall, this makes it appears I contributed the least number of hours however looking at my asset list will prove otherwise.  With that out of the way, I believe that I contributed fairly to the project. I was part of a two-person art team for our game and we each provided equal amounts of work. This was largely since we decided to work closely together on our tasks which meant we would often be present in the labs working together to complete our tasks, as we felt this would mean a higher quality output of art and a more consistent style. I created the art style used for the project, so it was my job to make sure the other artist on our team knew exactly how to replicate it to keep things as consistent as possible.  Overall, I am happy with my contribution to the project and our game is full of art that I concepted and finalized and the GitHub also contains finalized art that was not put into the game as well as lots of conceptual pieces of art that never made it as far as finalization. |
| **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?** | Looking back at this year-long project has taught me a lot about aspects of art production and how important it is to be working as part of a team to bring a game to life. I’ve learn that an art team should be working to a consistent style as best as possible and it may well be that other artist must edit or approve other art to make sure it fits. Constructive criticism in that regard is often necessary and in the case of our game, it helped strengthen the quality of work we produced.  Working closely with all departments of game production is just as important and a good way to achieve that is to meet up in person as often as possible to showcase work. Me and the other artist received tons of feedback from our programmer with regards to technical application of art and how it would look in-game and the programmer received tons of feedback in return with regards to design theory and this helped us create a game that was both fluent to the art team and the programming team alike.  For the clear majority of my group projects I’ve always been afraid to make change. We received lots of feedback from lecturers regarding all sorts of areas of our games that could be improved but more often than not, no change would happen. This project had finally taught me that change can be positive and to not worry so much about the work involved in making the change happen. Without admitting that things needed to change, we would never have re-designed our UI from the ground up, we would never have re-invented the overworld screen and we would never have implemented our protagonist character alongside some tutorial text boxes to help guide the player.  This year’s group project has without a doubt taught me the most out of any I’ve done this course. |