**PROJECT POSTMORTEM SUBMISSION FRIDAY 4TH MAY 2018**

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| **STUDENT NAME** | Michael Curtis |
| **PROJECT NAME** | Pocket Planet |
| What do you think went well on the project? | Communication between group members has been consistent and clear throughout the project and the group regularly attended group meetings and presentations. |
| What do you think needed improvement on the project? | The largest problem for our project was our lack of programming knowledge for the scope of the game, with only one coder we relied too much on programming without having the manpower to accomplish them. This has caused additional problams throughout the project, due to not having viable builds in time for playtesting our design process was hamstrung for a long time, reducing our ability to iterate and balance the game. |
| What do you think of your own contribution to the project? | I have attended every group meeting and presentation, I have tried to ensure that my communication has been regular, clear and consise. Where possible I have tried to ensure that my tasks are completed on time and to an acceptable quality. During weeks in which I was given group management responsibilities I have tried to ensure that my meeting minutes are up-to-date and correctly convey the information obtained during meetings as well as arranging group meetings and scrums. I have used JIRA effectively to set tasks and to log my own task completion, and I have used Github correctly to upload my work. |
| **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 future projects I will try to make sure that the workload is suitable for the group at hand, especially in regards to ensuring there are enough programmers to achieve the game in the design stage. If there are not in future I will make sure to design and scope the game to rely much less on complicated programming. |

**Asset List**

**Artwork**

* Vanity Items – 3D Modelled and Textured
  + Aztec Pyramid
  + Castle
  + Container Ship
  + Crane
  + Crate\_Endless
  + Crater\_Eye
  + Crater\_Mouth
  + CruiseLiner
  + Egypt\_Pyramid
  + FlyTrap\_Cluster
  + Mountain01
  + Mountain02
  + Mountain03
  + Mushroom
  + PumpkinPlant
  + Stalagmite
  + StarFort
  + Statue\_Hammer
  + Statue\_Hourglass
  + WashingtonMonument
* Created Renders for each mine and River’s Vanity Items
* Compiled all store confirmation boxes for vanity items and cosmic dust
* Sourced sans-serif Tutorial Fonts (Not Used)
* Created Tutorial UI boxes in “Artwork/TutorialUI” (Not Used)

**Design Documents**

* UI Design
* Variables
* Beyond One Planet (Not Used)
* Endless Gameplay (Refreshing)
* Faith Purchases
* Gacha Chances
* Marketing Plan
* Updated Moon – Storage and Perks
* Particle Effects
* Premium Currency

**Scripting**

* Created Unreal Prototype (Not Used and became too large to upload top GitHub)