**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** | River Chick |
| **PROJECT NAME** | Pocket Planets |
| What do you think went well on the project? | The communication between the group could have been improved in certain areas but it was overall on point and on time when people needed to know specific things such as when tasks were done, they would be answered within reasonable time. I believe we also battled through the touch times during our project, there were many times we came across errors and were unable to have certain aspects the way we initially wished for. Despite that we would focus on trying to make it better and better everytime rather than focusing on the thing that was broken. |
| What do you think needed improvement on the project? | Timing, when it came around to arranging meetings for certain times at certain places when one of our members had to catch trains to get to us. It also took us too long to get certain tasks done sometimes, as we only had the power of one programmer, sometimes he believed he could do more than we all realised in certain time frames. We definitely needed to work on the co-ordination of the members within the team, as soon as we started to do tasks we were unaware how far through the project actually was, so we were unsure as to what specifications the task would need to be done to. |
| What do you think of your own contribution to the project? | I was primarily the 3D modeller for this project, making my role important but more importantly practice for my job in the future as I aim to be 3D modeller. This allowed me to experience what it’s like to be working in a project as their 3D modeller, I believe my contribution was a large one as their are a large number of models that needed to be created. Whilst I was the main modeller on the team we did have one other person create a few of the models, however by the end of the project I had ended up created most of the things needed if not all of them. |
| **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?** | Some important lessons I have noticed during this year of working in this group were that you need to be responding to every email related to your work as soon as possible as you never know when you could be encountering a large change within your game. Another lesson is to be ready for the need to throw certain aspects and assets away from the game at anytime to save the actual game you are aiming to create. |

**Asset List:**

**Design Documents:**

* Effects – sound and visual
* Leader board research
* Frequency of asteroids
* Moon – storage and perks
* Tutorial
* How the tutorial will be played out and shown
* Some of the meeting minutes (rotating managers)

**3D Models:**

* Asteroid 1 - Final stage for all of these planets were also created by me. (These are progressions)
* Asteroid 2
* Asteroid 3
* Asteroid 4
* Gold planet stage 1
* Gold planet stage 2
* Ice planet stage 1
* Ice planet stage 2
* Industrial planet stage 1
* Industrial planet stage 2
* Iron planet stage 1
* Iron planet stage 2
* Liquid metal planet stage 1
* Liquid metal planet stage 2
* Metalic stage 1
* Metalic stage 2
* Nickel planet stage 1
* Nickel planet stage 2
* Rocky planet stage 1
* Rocky planet stage 2
* Terra planet stage 1
* Terra planet stage 2
* Water planet stage 1
* Water planet stage 2
* Winter planet stage 1
* Winter planet stage 2
* Orcha whale
* Planet render for the Industrial planet & the Metalic planet