**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** | Ryan Manthorp |
| **PROJECT NAME** | Pocket Planets |
| What do you think went well on the project? | The overall product turned out well and every group member work efficeintly together. |
| What do you think needed improvement on the project? | I feel that the code could be improved as although I was comfotable taking on all the code there was alot to do and at some point of the project some features had to be missed out as it wouldnt be possible fo me to code them and the core game. |
| What do you think of your own contribution to the project? | I was the only programmer so my contribution to the project was very important.I have learnt alot of coding and management skills as a result of this. |
| **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?** | I have learnt to how important it is to not overscope and to stick to the core mechanics. Focus on getting the first 5 minutes of the game polished before adding new features. |