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

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| --- | --- |
| **STUDENT NAME** | Ogheneochuko Ideh |
| **PROJECT NAME** | Final Group Project: Pocket Planets |
| What do you think went well on the project? | One area I believe the project benefited well from was in-group communication, as group members could efficiently update, plan and voice their concerns through our official email chains. Although alternative communication channels such as Discord and Skype were used to hold group meetings, all crucial and professional communication was restricted to official email chains, whilst the meeting minutes were still updated, giving stakeholders the opportunity to gauge and scope the cohesiveness and progress of the project.  Prior to the beginning of the project, a group meeting was held to assess and assign key production roles in relation to the specialist skills of certain group members, those key roles were:  • Programmer  • 2D & UI artist  • 3D modeller  • Game designer  In addition to communication, this benefited the project as having a singular group member concentrate solely on one production role allowed for more cohesive and consistent levels of work in relation to the aforementioned production roles. |
| What do you think needed improvement on the project? | Arranging tutorial meetings  During the course of the project, tutorial meetings were very scarce in detriment of our project goals. In hindsight arranging a consistent amount of tutorial would have benefited the project as it allowed for more focused/concise feedback which could not be attained in the allocated Q&A sessions of presentations.  Adjusting Project Scope  Due to several push backs and, the project was severally delayed leading to little to no playtesting and polishing time. By immediately adjusting the project scope and milestones after any sight of major push-backs, further project delays might have been minimised. |
| What do you think of your own contribution to the project? | As mentioned above, prior to beginning the project, production roles were assigned to group members based on skills and previous experience, as a result of which I was assigned the role of the lead artist. As the lead artist, I was primarily in charge of researching and conceptualising the art direction of the game. As highlighted in the asset list below a vast majority of my contribution to the project when towards:   * Constructing mood boards and concept pieces. * UI design * Asset creation * Texture creation * Game design documents * Presentation design   As our game was set to be an idle-managerial game, with slow and calculated player interaction, a large focus was drawn to the art direction in order to keep players interested. Following feedback received from presentation commenting on the art direction, it is debatable as to whether the art direction served its initial purpose, however, and upon our final presentation the art style was praised.  In addition to leads artist I took it upon myself to transcribe all meeting minutes regardless of whether I was the week’s assigned manager or not, additionally, In weeks I was assigned manager I made an effort to consistently update the sprint with detailed tasks description, backlog and minutes on time although there were moments in which updates were late and tasks descriptions were vague.  Overall, I believe the combination of my contribution to the art direction, asset creation and group management left a positive imprint on the project which is reflected in the final game and the GitHub repository. |
| **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?** | During the planning and pre-production stage, the project was initially slated to be built in Unreal Engine utilising the Blueprint visual scripting language. Since all group members were familiar with the BP scripting language this decision was contrived to allow game-designers aid with any additional programming. Following the beginning of production, the core game engine was switched to the Unity Editor as our assigned programmer stroke up issues with the engine, as a result, due to lack of Unity C# knowledge other group members could no longer contribute to programming.  As stated earlier, production-specific roles benefited the project on the grounds it allowed for consistent levels work. However, due to the migration to the Unity Editor, assigning a singular group member as the sole programmer and a general lack of prioritizing important tasks such as implementing "particle effects" in favour of core game features the project was severely delayed. As a natural result of project delays, we could no longer follow the initial scope and milestones stated in our project pitch. Another result of delays was the prioritizing of implementing game features as opposed to adjusting the project to meet an updated milestone timeline, all of which culminates in an unpolished game and with little to no playtesting.  In conclusion the lessons learnt can be reflected by my answers to the "What do you think needed improvement on the project?" section; more open and consistent dialogue with tutors would have allowed for a more polished if not informed project, additionally by constantly adapting the milestones in favour of achievable goals, more time could be devoted to creating a more polished experience for our players. |

Asset List

3D Models/Completed Planets

Crystal\_Planet.Max

Gold\_Planet.Max

Ice\_Planet

Industrial\_Planet

Iron\_Planet

Liquid\_Planet

Metalic\_Planet

Nickel\_Planet

Rocky Planet

Terra\_Planet

Water\_Planet

Winter\_Planet

3D Models/FBX files/Asteroids\_fbx

Asteroid\_one.FBX

Asteroid\_two.FBX

Asteroid\_three.FBX

Asteroid\_four.FBX

Asteroid\_five.FBX

Asteroid\_six.FBX

Asteroid\_seven.FBX

Asteroid\_eight.FBX

3D Models/FBX files/ Planets

Crystal\_Planet.FBX

Gold\_Planet.FBX

Ice\_Planet.FBX

Industrial\_Planet.FBX

Iron\_Planet.FBX

Liquid\_Planet.FBX

Metalic\_Planet.FBX

Nickel\_Planet.FBX

Rocky Planet.FBX

Terra\_Planet.FBX

Water\_Planet.FBX

Winter\_Planet.FBX

3D Models/FBX files

Planetoid.FBX

Planetoid\_FixedPivot.FBX

3D Models/Max files/Asteroids textures

Carbon \_col\_01.tga

Gold\_col\_01.tga

Ice\_col\_01.tga

Iron\_col\_01.tga

Nickel\_col\_01.tga

Water\_col\_01.tga

3D Models/Max files/ Masterfile

Master\_file.max

3D Models/Max files/ Masterfile/ Textures

Planetoid\_01\_col.tga

Planetoid\_02\_col.tga

3D Models/Max files/Textures

Placeholder\_01.tga

Placeholder\_02.tga

Placeholder\_03.tga

Placeholder\_04.tga

3D Models/Max files/Textures/Earth\_terra

Earth\_brown\_01.psd

Earth\_brown\_01.tga

Earth\_clouds\_01.tga

Earth\_earth\_01.tga

Earth\_greengradient\_01.tga

Earth\_greens\_01.tga

Earth\_water.2\_01.tga

Earth\_water\_01.tga

3D Models/Max files/Textures/Ice Planet

Ice\_Planet\_Earth.tga

Ice\_Planet\_Water.tga

Ice\_Planet\_col\_01.tga

Ice\_Planet\_col\_02.tga

Ice\_Planet\_opal\_02.tga

Ice\_Planet\_snow.tga

3D Models/Max files/Textures/Iron\_Planet

Iron\_01\_col.tga

3D Models/Max files/Textures/Rocky\_Planet

Rocky\_01\_col.tga

Rocky\_02\_col.tga

Rocky\_03\_col.tga

Rocky\_04\_col.tga

3D Models/Max files/Textures/Winter\_Planet

Winter\_Earth\_01\_col.tga

Winter\_Grass\_01\_col.tga

Winter\_Ice\_01\_col.tga

Winter\_Ice\_01\_opa.tga

Winter\_Ocean\_01\_col.tga

Winter\_snow\_01\_col.tga

Winter\_snow\_02\_col.tga

3D Models/Max files

Hemisphere.max

Planet.max

Artwork/UI/Asteroid\_chain

adteroid\_chain UI icon.png

adteroid\_chain UI icon.png

Artwork/UI/Buttons and Icons

DS-DIGI\_reference.txt

Faith icon.png

Gacha button.png

Icon\_batch\_2.png

Inventory icon.png

Population icon.png

Store button.png

Wealth icon.png

Artwork/UI/Mineral\_Icons

[Carbon.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Mineral_Icons/Carbon.png)

[Gold.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Mineral_Icons/Gold.png)

[Ice.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Mineral_Icons/Ice.png)

[Iron.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Mineral_Icons/Iron.png)

[nickel.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Mineral_Icons/nickel.png)

[water.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Mineral_Icons/water.png)

[Artwork](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Artwork)/[UI](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Artwork/UI)/[Store UI](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Artwork/UI/Store%20UI)/Cosmic\_Dust

[Base.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Cosmic_Dust/Base.png)

[Big\_highlight.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Cosmic_Dust/Big_highlight.png)

[Icon.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Cosmic_Dust/Icon.png)

[Scroll.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Cosmic_Dust/Scroll.png)

[TextBox.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Cosmic_Dust/TextBox.png)

[scrollbar.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Cosmic_Dust/scrollbar.png)

[Artwork](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Artwork)/[UI](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Artwork/UI)/[Store UI](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Artwork/UI/Store%20UI)/Vanity\_Items

[Base.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Vanity_Items/Base.png)

[Big\_Highlight.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Vanity_Items/Big_Highlight.png)

[Black\_filler.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Vanity_Items/Black_filler.png)

[Highlight.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Vanity_Items/Highlight.png)

[Message window.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Vanity_Items/Message%20window.png)

[Ratting.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Vanity_Items/Ratting.png)

[TextBox.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Vanity_Items/TextBox.png)

[Untitled-1.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Vanity_Items/Untitled-1.png)

[Artwork](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Artwork)/[UI](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Artwork/UI)/Store UI/

[Store\_Master.psd](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Store%20UI/Store_Master.psd)

[Artwork](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Artwork)/UI

[Final\_Logo.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Final_Logo.png)

[Icon Part 2.psd](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Icon%20Part%202.psd)

[Logo.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Logo.png)

[Logo.psd](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Artwork/UI/Logo.psd)

[Concept work](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Concept%20work)/App Icon

[Masterfile.psd](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/App%20Icon/Masterfile.psd)

[Concept work](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Concept%20work)/Artstyle

[Earth.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Artstyle/Earth.png)

[Earth1.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Artstyle/Earth1.png)

[Earth2.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Artstyle/Earth2.png)

[Earth3.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Artstyle/Earth3.png)

[Mood board.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Artstyle/Mood%20board.jpg)

[Planet stages.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Artstyle/Planet%20stages.png)

[rock one .png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Artstyle/rock%20one%20.png)

[Concept work](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Concept%20work)/Asteroids and Planetoids research

[Asteroid and Planetoid resaerch.pdf](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Asteroids%20and%20Planetoids%20research/Asteroid%20and%20Planetoid%20resaerch.pdf)

[Concept work](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Concept%20work)/Logo/

[Concept 2.psd](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Logo/Concept%202.psd)

[Concept1.psd](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Logo/Concept1.psd)

[Moodboard 1.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Logo/Moodboard%201.jpg)

[Concept work](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Concept%20work)/[Planet Idea](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Concept%20work/Planet%20Idea)/Cores

[Magma.tga](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20Idea/Cores/Magma.tga)

[Magma\_2.tga](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20Idea/Cores/Magma_2.tga)

[Magma\_spec.tga](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20Idea/Cores/Magma_spec.tga)

[Concept work](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Concept%20work)/[Planet Idea](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Concept%20work/Planet%20Idea)/Textures

[Magma\_lava.tga](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20Idea/Textures/Magma_lava.tga)

[Magma\_lava\_spec.tga](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20Idea/Textures/Magma_lava_spec.tga)

[Texture mock ups.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20Idea/Textures/Texture%20mock%20ups.png)

[Texture test.max](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20Idea/Textures/Texture%20test.max)

[TextureA.max](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20Idea/Textures/TextureA.max)

[Concept work](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Concept%20work)/Planet mood boards

[Antartic.psd](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20mood%20boards/Antartic.psd)

[Earth\_Terra.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20mood%20boards/Earth_Terra.jpg)

[Ice\_Planet.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20mood%20boards/Ice_Planet.jpg)

[Ice\_Winter\_Planet.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20mood%20boards/Ice_Winter_Planet.jpg)

[Rocky\_planet.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20mood%20boards/Rocky_planet.jpg)

[Concept work](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Concept%20work)/UI Icons

[Icon 2 moodboard.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/UI%20Icons/Icon%202%20moodboard.jpg)

[Icon 3 mood board.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/UI%20Icons/Icon%203%20mood%20board.jpg)

[Icon design concepts.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/UI%20Icons/Icon%20design%20concepts.jpg)

[Icon moodboard.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/UI%20Icons/Icon%20moodboard.jpg)

[Inventory.psd](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/UI%20Icons/Inventory.psd)

[Store UI mockup.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/UI%20Icons/Store%20UI%20mockup.jpg)

[UI Draft 1.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/UI%20Icons/UI%20Draft%201.jpg)

[UI Draft 2.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/UI%20Icons/UI%20Draft%202.jpg)

[UI layout\_mock1.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/UI%20Icons/UI%20layout_mock1.png)

[Concept work](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Concept%20work)/character

[Character.psd](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/character/Character.psd)

Concept work

[Planet V-PET Prototypes.max](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20work/Planet%20V-PET%20Prototypes.max)

[Design Documents](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Design%20Documents)

[Design Document for dave.docx](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Design%20Documents/Design%20Document%20for%20dave.docx)

[Planet style guide.docx](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Design%20Documents/Planet%20style%20guide.docx)

[Planetary composition.docx](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Design%20Documents/Planetary%20composition.docx)

Minutes

[Meeting minutes 11th Oct.docx](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Minutes/Meeting%20minutes%2011th%20Oct.docx)

Meeting minutes 19th Sep.docx

Meeting minutes 22nd Nov.docx

Meeting minutes 25th Sep.docx

Meeting minutes 27th Sep.docx

Meeting minutes 29th Sep.docx

Meeting minutes 6th Feb 2018.docx

Meeting minutes 6th Oct.docx

Meeting minutes 7th Feb 2018.docx

[Presentations](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Presentations)/Stylized\_Presentation

[Presentation\_Design.pptx](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Presentations/Stylized_Presentation/Presentation_Design.pptx)

[Presentations](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Presentations)/[Stylized\_Presentation](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Presentations/Stylized_Presentation)/Images

[Bullet\_point.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Presentations/Stylized_Presentation/Images/Bullet_point.png)

[Models.FBX](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Presentations/Stylized_Presentation/Images/Models.FBX)

[Planet\_render.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Presentations/Stylized_Presentation/Images/Planet_render.png)

[Regular\_background.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Presentations/Stylized_Presentation/Images/Regular_background.jpg)

[Textbox.png](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Presentations/Stylized_Presentation/Images/Textbox.png)

[Title\_background.jpg](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Presentations/Stylized_Presentation/Images/Title_background.jpg)

Presentations

[Alpha Pitch.pptx](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Presentations/Alpha%20Pitch.pptx)

[Beta Pitch.pptx](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Presentations/Beta%20Pitch.pptx)

[Gold Pitch.pptx](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Presentations/Gold%20Pitch.pptx)

[Level 6 Group 3 Pitch Two.pptx](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Presentations/Level%206%20Group%203%20Pitch%20Two.pptx)

[Level 6 Group 3 Pitch.pptx](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Presentations/Level%206%20Group%203%20Pitch.pptx)

Prototypes

[Concepts\_protoypes](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Prototypes/Concepts_protoypes)

Video Footage

[Planet V-pet initial prototype](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/tree/master/Video%20Footage/Planet%20V-pet%20initial%20prototype)

[Concept Sketch.pdf](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Concept%20Sketch.pdf)

[Our Brief.docx](https://github.com/UoSGroupProjects1718/level-6-l6-group-3/blob/master/Our%20Brief.docx)