Post Mortem

Student: James Pyke (S178316)　　　　　　　**Project:** Go Ape Play

What do you think went well on the project?

Besides the game, I think working in unison with Ben on this project throughout the entire year meant that productivity, motivation and efficiency were higher than any other group project.

This year we worked for a real company, Go Ape this meant that there was a lot more pressure but an enormous sense of reward when we received feedback proving we can work in this environment. Throughout my course, I have taken great satisfaction in creating apps and games that help other people, and this project was no exception. Having the opportunity to develop a game that will help children enhance their skills in English, Maths and Science are very gratifying.

In term of our brief, I feel we have met it on the dot. The research gathered from the key learning stages through the national curriculum, and in-depth analysis of different animals gave us a great chance. In response to the final release, our Go Ape liaison was very happy, stating how the game fits in with their learning resources online and how it will be a useful tool for our young school groups progressing through the National Curriculum.

What do you think needed improving on the project?

Before starting the project Ben and I were set on working as a two-man team as we trusted each other to work to the highest standard and never let each other down. This, unfortunately, led to us not having a designer in the team. Most of our art assets were obtained from a variety of sources including, free art sources, creating them ourselves and inheriting some assets from Go Ape. The lack of an artist slowed down production and led to an overall lower quality in art design.

Another necessary improvement on the project would be our JIRA and GitHub management. As we worked side by side throughout the year, we often forgot about the task management. We would often spend weeks concentrating on the project, finishing what needs to be done and working until it was complete that we would forget to update the tasks and the sprint cycles. The mismanagement flowed over into GitHub as we both worked on the Unity project on one laptop, so any changes and commits were listed under Ben's GitHub account as opposed to having a split on what task each of us was working. I believe the potential benefits of having the JIRA management was not lost on us as we worked a lot of hours a week and got everything we wanted to get complete week by week finished, but the management would have been essential if we worked independently to keep track of where we were that week.

What do you think of your contribution to the project?

As Ben and I worked together on all aspects of the game, I feel my contributions were relevant in every minute of the game, from working on the programming problems and the designing of the challenges to in-depth research on curriculum, our target audience and similar games.

As we were a two-man team and Ben is the stronger programmer I took the role of designer for most of the project, designing the challenges, some animations and developing polishing tweaks to make the game feel complete.

Working in this way for the project I feel was incredibly beneficial as I could look over to Ben for his opinion on something I was working on and vice-versa.

Thinking about the project you have worked on this year, what are the valuable lessons that you will take away from this experience for your next group project?

For me, the main thing that stands out on this project over other projects are the workflow. Our workflow was efficient and productive, and this was mainly due to the team composition. I feel having a good team that compliments each other helps the game develop fast, and it keeps the team motivated to push through tough challenges.

As I stated before having proper management on JIRA is essential any software or game development project. This project has given me a more extensive understanding of how necessary software such as JIRA and Git are when developing software. This includes creating a backlog of upcoming tasks as well as having regular and consistent sprint cycles with a detailed time resolution to keep track of the project and ensure the project is working at the maximum efficiency.

I will also take away the importance of constant iteration based on feedback. A lot of our best ideas for the game have come off the back of receiving player feedback and reacting to it in new and creative ways.

Hi James,

Thanks for sending through the final version of the game.

I am over the moon! The science section in particular exceeded my expectations, it's perfect for the forest school learning experience we had in mind.

It all looks great, ties in with our brand guidelines and fits in with our learning resources online. I can imagine this to be a useful tool for our young school groups progressing through the National Curriculum. Seeing the impressive work you've done, if you were ever looking to expand the app, we'd love to work with you again on a healthy living/exercise module or a KS3 module.

I really appreciate you choosing Go Ape to approach as your final project, and I'm thrilled with the results.

Best of luck in your final weeks of university.

Kind regards,

Jazelle

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