Project Postmortem

Student Name: Ben Reynolds   **Project Name:** Go Ape Play

What do you think went well on the project?

I had never worked on a project for a real-world company before or created a game or application with a focus on education for such a young target audience.

The educational aspect of the game required us to undertake significantly more research than our previous projects as we had to ensure that the game's content was appropriate for our target audience and complimentary to their current teachings. In addition to this, working with a real-world company brought additional pressure to the team that although stressful at times, helped us remain motivated to work to a high standard.

All in all, I am happy with what we have managed to create, and more importantly, I'm glad that Go Ape was pleased with the game and I am flattered that they'd be interested in working with us again in the future.

What do you think needed improvement on the project?

The team consisted of only two members, both of which were programming students. The main reason behind this is that we had poor experiences with team members in past projects showing a lack of commitment (I had to escalate members for both of my projects last year). Because of these experiences, we decided to play it safe with our final group project and go ahead without any additional team members.

The importance and value of having a designer became apparent early on as we found that our creativity was limited by the assets that were freely available online (we only used assets that came with open licenses such as Creative Commons). This led to us having to either sacrifice quality and make our own assets, or shape our ideas around the assets that were available to us. I feel as though we managed quite well to find the right balance of the two but having a designer at hand would have given us more freedom and allowed us to spend more time on other areas of the project such as research and programming.

What do you think of your own contribution to the project?

Most of my time was spent designing and implementing the game's underlying code base that consists of a total of 3,572 lines of code across 51 class files. I have learnt a lot throughout the year, which was made apparent each time I began work on a new challenge as each one was implemented faster and better designed than the last. i also created and sourced various assets for the project such as graphics and sound effects.

To summarise, I feel as though my contribution to the project has been significant and played a large part in the successful completion of the project and I am extremely happy with what I have achieved and learnt along the way.

A more detailed overview of my contributions to the project (and essentially my asset list) is available on the project's GitHub page here: https://github.com/UoSGroupProjects1718/level-6-l6-group-7/commits?author=b-reynolds.

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?

The most important lessons I have learned from working on this project are the importance of communicating with clients regarding their requirements and how valuable playtesting, iteration and good project management are in the successful completion of a project.

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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