**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** | Thomas Simmons |
| **PROJECT NAME** | Final Year Group Project (Group 9) |
| What do you think went well on the project? | What I think went well for my final year group project was at times the communication, during the beginning of the module the commitment, the management and despite several setbacks getting a fully functioning game completed.  Communication:  The communication during this project overall has been good between all four group members and then three after Christmas break. We had regular discord meetings and on occasion messaging each other over email and for smaller issues we would use social media to get a hold of each other. As a result of this we managed to slowly create a game where everyone had contributed.  Commitment:  During the first semester and a few weeks into the second the commitment and work effort towards this project was excellent. Myself and the other two group members where getting all the work set for them each week done on time, making it easier to progress with the project and the game build.  Management:  During the first couple of months into the project the management wasn’t up to standard, but after getting some feedback towards this issue the management vastly improved. All the tasks set for each group member was done at the same time as the group meetings at least once a week. During the weekly sprints throughout the project I kept following up to the other group members how their work is getting on. Also asking how much they have left to complete.  During each meeting I also declared everything that happened on a meeting minutes word document which included the progress into the project each time we had a meeting and what else there was to complete for the next weekly sprint. This certainly helped the lecturers review our progress into the project and if they had any questions regarding our meetings.  Fully function Game:  Despite all the good and bad that happened in our project we as a group still managed to have a fully functioning game which can be reviewed. It wasn’t the greatest of games and didn’t show the commitment some of the group members had yet it was a working game. |
| What do you think needed improvement on the project? | What I think needed to improve for my final year group project was the commitment during the last couple of months of the project, personal opinions of certain group members towards others, the punctuality towards group meetings, our project presentations, the management towards the last month of the project and the desire to continue on with the project.  Personal Opinions:  During the project particularly near the end some of the group members couldn’t work together well and stay professional, this especially happened at group meetings. This became a major issue around February where a group member regularly handed in weekly sprint work late, stopped turning up at group meetings we planned every week and giving poor excuses which could have been avoided or delayed to a different date. As the weeks went by this became a regular occurrence and once questioned the group member stated he just want a Pass / 3RD for the group project which really upset other group members.  This group member mentioning this caused the group to not trust him too much to get work done and to the best of his ability. This was then proven over the next two weekly sprints causing the group to not give him essential tasks to complete.  Commitment & Desire:  After the issues explained above the commitment and desire to continue with the project after February went down and never really went back up again, the group was barely functioning and each time we tried to have group meetings it was clear there was a lot of tension meaning meetings where not very useful at times.  As a result of this it was hard to create tasks for each group member and communicate with them to see if they had any questions regarding the tasks set for them. As a result of this tasks where done very late into the weekly sprint causing other group members tasks to be incomplete. As a result of all this the project hit a dead end meaning next to no work was done for nearly a month.  Project Presentations:  During our project we had project presentations which were either not good or voided. The presentations we did attend and participated in where not the best and did not show the potential of our game as the project went on. During the last four scheduled presentations the group did not want to present due to issues stated before causing the group members being demoralized and in some ways embarrassed to show what little we have done over this period of time. This then became a recurring problem until the deadline of the project.  Management:  During this hard time of the group project as stated above the management took a slip especially towards the last six weeks of the project when their where no new sprints created since the beginning of the Easter break. The communication between the group members became a rare occurrence causing it to be very difficult to set tasks which would help the development towards the game. |
| What do you think of your own contribution to the project? | I think I have contributed hugely to this project despite the end product being very bad and did not show how committed I have been towards this project.  During this project I have completed 90% of the group management tasks which include setting tasks, meeting minutes and starting communication chains over email or social media.  I have also done around 75% of the total research for our final game idea and previous game ideas backed up with all the references done to the university required standards.  As for creating the game assets and menu screens I also believe I have done very well with these tasks especially with the player’s character and the enemy characters in our final game build.  All of this shows in our final declared hours spent on JIRA compared to other group members and the commits declared on GitHub. |
| **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?** | The lessons I have learned with this group project is to acquire reliable and committed group members to create and build a fantastic game. I have also learned how to manage a group a lot better and to the best of my knowledge and despite the final product not being great, keeping personal feelings aside most of the time and staying professional within the project.  I have also learned to keep our game ideas capable of completing with the experience and skillsets the group members have. This is a major thin due to having to change our game idea several times causing some group members to stop trying at times. |

**The Assets I have produced**

**Previous Ideas:**

* 3DS Max files for back garden
* 3DS Max exports for back garden
* Year3\_Group9\_GreyBox unreal project scene
* Cat charmer wand, Cat food can, Cat wool ball, Dog bed, Dog catch toy, dog chewy bone, dog collar, dog food pouch, dog leash, dog treats, dog tug of war & dog / cat water bowl PSD & PNG
* Happiness, Hunger, Love and Thirst Icons PSD & PNG

**Current Idea:**

* The menu and fonts design for the buttons in PSD, PNG & JPEG format
* The ninja bunny character design from basic concept art to complete movement sprite sheet
* The samurai bird character design from basic concept art to complete movement sprite sheet
* The samurai spider character design from basic concept art to complete movement sprite sheet
* The shogun spider character design from basic concept art to complete movement sprite sheet
* All the Pickups and obstacles sprites from a basic design to complete sprite sheet except tile set
* The health bar designs from basic concept art to complete sprite sheet
* Player health and life system designs
* Assisted in placing the enemy characters across the map and setting them movement sequences
* Assisted in placing the movement platforms in place and setting them movement sequences
* Created basic menu design

**Management:**

* Meeting Minutes on the 22nd and 29th November 2017
* Meeting Minutes on 12th & 13th December 2017
* All Meeting Minutes on January 2018
* Meeting Minutes on 6th, 14th & 21st February 2018
* Meeting Minutes on 21st March