**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** | Callam Mutton |
| **PROJECT NAME** | Ninja Rabbits |
| What do you think went well on the project? | I thought the communication and work at the start of the group project was relatively strong. We, as a group oragnised a multitude of meetings to discuss our various game concepts to use and follow the foundation of our brief, but we were having a hard time forming a soild idea for our game. Eventually, we did a Games Jam for a day and see what worked and what didn’t and came up with Ninja Rabbits to follow through...  Unforunuately, the game project started to slowly fall apart and the communication began to get worse throughout our Easter Break. |
| What do you think needed improvement on the project? | Assigning someone with too much work was a mistake as some members were struggling to get tasks finished such as the blueprinting. No one else was helping the programmer with the blueprinting of the game so it would’ve put a lot of pressure on the member to get the game done before we had to present.  But much later on in the year after a member had left the group, we did assign others to help out with the blueprinting in the game. |
| What do you think of your own contribution to the project? | I think my contribution to the group was good but I was struggling with some of my assigned work such as the core loops, it was taking a long while understanding all the core loops I was asked to research and as evident, I was unable to get it done in Jira.  Other than that, I mostly did the art and some of the level designing for the group. |
| **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?** | From what I have learned from this project, is to be considerate of other group members by not assigning others with too much work as asked or else they struggle to get it done and are put under alot of pressure. And better managing as a group to remind and keep others update with their work, communication or attending meetings as we discussed as a group. Meeting as a group to form a single concept and iteration upon it than coming up with a multiple amount of ideas. |