**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**.

|  |  |
| --- | --- |
| **STUDENT NAME** | Quwaine Dantes - McPherson |
| **PROJECT NAME** | Ninja Bunnies |
| What do you think went well on the project? | In the project I believe that one of the main things that went well, was the group discussing ideas as a whole and using that to build the concept of the game was really well done, as we kept throwing out ideas until we struggled to do so, then using those ideas, mixed and matched them to try and come up with something unique that also met the brief. Another thing that I believe went well in the earlier stages of the project was the communication as we all knew what the other person was doing and if help was needed the member(s) of the group would email for help which meant the tasks was still done within the time set. |
| What do you think needed improvement on the project? | Not having one person working on the coding when the team did not have a programmer (4 designers then 3 after January) as this put more pressure on one group member and if they were not able to complete it in the given time, then production would slow (which happened).  Another thing that needed improvement (post December) was group members attending meetings and completing the work that was set, as there were several pieces of work that had not been done for weeks or possibly months which wasn’t good, and through the advice of the tutors the game was scaled down to a two person project, which put more strain on the two group members to do more work. I feel that having group members not being present (due to them being on holiday) for the initial stages of the project hurt the group as we were not able to have meetings meant that we had to figure what they could be set without them explicitly telling us what they were strong or weak at so it slowed down the prototyping process. Lastly I feel that the group focusing on artwork at the start of the project (both times) was detrimental to the project as it meant the process for prototyping the game was severely slowed down.  I do feel like the group splitting up in December/January was a big blow to the project and that this could have been avoided with better communication when members were unable to complete tasks for the week as this could have been one of the main factors for the group splitting in the first place. |
| What do you think of your own contribution to the project? | I Feel like my contribution was adequate, I was in charge of the prototyping for games and while it was out of my comfort zone the group seemed happy with the progress I was making on the prototypes as well as the research that I did towards the creation of the brief. I do feel that I could have logged my hours better as I, only logged hours for the estimated time and not for the actual time it took me, as well as only logging hours once I completed the tasks that were set for me. I did miss a meeting and a presentation and could of emailed or called group members to tell them as soon as I knew rather than wait. |
| **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 taken away from this group project is that things don’t always go according to plan and it, is essential to stay composed and as a group think of the best way to re-scope the game in a way that allows the groups abilities and talents to shine rather than to make something that can be done “quickly” as it seemed to affect morale and motivation of the group. I also learned that consistency is key and that being able to correctly manage the group in turns is something that would needs to be addressed if there is no one person who wants to/ feels comfortable to lead the group. |

Asset list:

Everything in level-6-l6-group-9\Research\Old Ideas

C:\Users\Games\Desktop\level-6-l6-group-9\Research\Current Idea\Research:

Gameplay, research on game mechanics

level-6-l6-group-9\Research\Current Idea\Moodboards\PNG:

Controls, Main menu

level-6-l6-group-9\Research\Current Idea\Moodboards\PSD:

Controls, Main menu

Everything in level-6-l6-group-9\Level Design plans

level-6-l6-group-9\Brief:

Group Brief

Helped with everything in level-6-l6-group-9\Management\Pitches

Everything in level-6-l6-group-9\Management\Minutes\2018\March

Everything in level-6-l6-group-9\Prototypes\Old Idea bar greybox scene folder care.exe and collection.exe

Everything in level-6-l6-group-9\Concepts\Old Concepts\Catapult Game