**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** | Callam Mutton |
| **PROJECT NAME** | Final Group Game Project |
| What do you think went well on the project? | I believe the communication of the group was strong and the flow of work being both logged and uploaded to GitHub was consistent throughout the year. |
| What do you think needed improvement on the project? | Coming up with a soild game concept early on by attending a Games Jam, it could’ve saved both the tutors and the teams time working towards a founded game.  And not giving some of the group members too much to work on whereas nothing gets done then. |
| What do you think of your own contribution to the project? | I think my contribution to the group was good but I did miss some weeks without uploading anything, and putting tasks in Jira that weren’t actually being done while working on other given assignments. |
| **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 important lessons I have learnt from the tutors advice after presentations and from our own mistakes, I learnt how we could’ve managed our time and group more efficiently. |