**PROJECT POSTMORTEM**

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| **STUDENT NAME** | Courtney-Jade Pearson |
| **PROJECT NAME** | Group Project, Level 6 Group 2 |
| What do you think went well on the project? | At the start of the year we confirmed we were going to be working together based on our different skillsets, at the start we were optimistic and had positive thoughts about the overall project. As we progressed we were constantly creating designs and bouncing ideas from one another, which resulted in the Aztec temple idea, from playtesting multiple levels the overall design kept changing due to player feedback as we set our brief to affect the players mood, so it was crucial that we were responding to their feedback.  All members attended the meetings and the presentations, so we were there to listen to helpful feedback from the lecturers and fellow students, their feedback also changed the design choices we made, some positive, some negative.  At the beginning there was a constant flow of communication through emails and through social media (Facebook). This helped as we knew what tasks were being complete, when they were finished and what was left to do, it was also helpful with arranging meetings.  For each design choice we have made, Heather and Lewis have been quick to make changes within the unity file, which meant we had more time for regular play testing. I feel that we challenged ourselves as we didn’t have a programmer, Lewis has done well and has improved his coding during the project. As I have had to balance a 3D modelling assignment on top of my dissertation and group work, I have had to take some extra time away from the group project, to make sure I don’t fall behind, this has affected how much work I have put in, but I have also learnt a lot from doing this. As we decided to create a 3d game, I had to learn different tools in a short period of time, which got me ahead of my first 3D modelling project. Heather has done most of the management tasks throughout the project, she kept us motivated until the second semester and arranged most meeting and updated our meeting minutes regularly. Tom has improved his 3D modelling skills over the project, and by him being our lead modeler, we have a lot of personalized assets for our game. 3D models have been discarded and made constantly, also due to design changes, but tom and I have been positive about the changes and designed more which would happen in the industry. |
| What do you think needed improvement on the project? | At the start of the second semester, after the Christmas vacation, communication started to fall. We were still talking on social media, but we didn’t update our emails and there were less meetings, this lead to some of us not knowing what tasks were being done or if they have been started. When messaging on social media, most of us were less responsive, so it became harder to communicate. Balancing the dissertation and other modules became harder, we were all focusing on one of the modules because of time restrictions and un finished work. This added pressure into the group and we all started to get disheartened by the group project. By this point our game had been tested by multiple people and we had presentations where the lecturers were saying we had done too much or the level is too big, which then, once we changed it, we lost most of the mechanics and overall gameplay.  We lost time management after the second semester, we were uploading to GitHub irregularly and the weekly schedule faded. It would’ve been nice to swap management roles more frequently as I felt it added pressure to Heathers balance of other modules. It was nice that she picked the responsibility to try pull us along, but I did want to help, every time I did ask, she would’ve already done it, which took the responsibility off our shoulders. |
| What do you think of your own contribution to the project? | Throughout the year I have learnt new skills in 3D modelling, design and creating UI, I have enjoyed using different tools and I also got to work in unity which I have said in other projects that I would like to get more involved. I haven’t been as involved as I would’ve liked to be due to software problems on my home pc and my lack of understanding with GitHub commits, but I was able to design levels, connect them and place them into unity to add props and foliage into the environment.  I have designed levels which have been used and altered, I have designed mechanics, I have created UI multiple times, so it suits the players preference, I have created 3D models which have been difficult to make and time consuming, I have made mood boards and screen mock ups for us all to follow, added props, foliage and lighting into one level and play tested and evaluated their feedback. If I could go back and do this project again I would increase my knowledge with unity and I would’ve liked to learn programming, so I could’ve helped Lewis and heather in hard situations where they would be coding for hours. If I learnt how to code I could’ve took more tasks. If I would’ve started university a year earlier I would’ve been up to date with 3D modelling, so I could’ve shared Tom’s tasks too, to help him out.   I have attended every presentation and meeting, so I didn’t fall behind, and I have been messaging on social media regularly and tried to email as much as possible, but as I have said previously, I started to forget to email once the other modules were coming to the end.   As I have had an extra module, I constantly felt that I was a burden to the other group members as I had to ask for extra time off the group project. It lead to negative thoughts on the project and it also effected my performance.   I have enjoyed working on this project, but I felt that we over scoped from the beginning, if we would’ve made a 2D game, it would’ve been easier for us, but then its always good to take a challenge. I have more experience when working with 2D because of our scripting assignments, I have also had experience with animating in 2D in college therefore I feel that I could’ve been more helpful. |
| **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?** | When the lecturers say, “don’t work with friends”, I feel that we should’ve listened to their advice as we have all been too nice to each other from the start. I feel that I should’ve been stood up to a few times and I think we refrained from telling each other that we were in the wrong. If I was to do the project again I would’ve worked with other people due to the fact I need people to be more strict.   Communication is key, with out it the project will fall apart, If I could go back, I would’ve kept emails flowing as it must be hard for lecturers to view the progress as well as us. In the industry this behavior wouldn’t be tolerated so it is important to take this in consideration. |