**PROJECT POSTMORTEM**

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| **STUDENT NAME** | Lewis Wilden |
| **PROJECT NAME** | Group Project, Level 6 Group 2 |
| What do you think went well on the project? | Firstly communication, the group stayed in constant contact with each other over email, Facebook, discord and meeting in person. At the beginning of the project we would have a few meetings a week to discuss tasks and ideas or problems for the game. If anyone had a problem or issue we could contact each other over various of social platforms (Facebook, Discord and email). All members of the group attended the meetings and presentations.  Secondly as a group we were constantly bouncing ideas and design off each other, we went through several iterations of the game and finally decided on a theme together. Although the design of the game changed several times through user feedback from playtesting.  All tasks were completed on the dates the group agreed on, myself and heather focused more on the implementation and programming within the Unity project, Tom and Courtney focused on the level design and the 3D Modeling. As a group we had a good range of skills to complete the project. |
| What do you think needed improvement on the project? | At the beginning we over scoped massively, we did not consider the amount of work it would take plus working on other assessments at the same time. The first draft of the game had a combat system with some elements of AI and a boss fight, which we quickly removed once we realized the scope of the game. Getting feedback and advice during the presentations also made us realize the over scope.  After the Christmas vacation communication started to drop from all members of the group, we would speak a little on Facebook or Discord however very few emails were sent. Balancing Dissertation and other module could have been a factor in this as we all had different priorities at that time. During this time another issue was setting tasks and logging hours, the group was basically doing what needed to be done but not discussing it with the rest of the group. This caused problems as some work was already done or other work was not needed for the project. |
| What do you think of your own contribution to the project? | My main responsibility on this project was programming mechanics and implementing them into Unity. Majority of the programming was done by myself, with heather assisting if I had too many tasks to do.  During development, I was very much involved in the design of the game, the mechanics we wanted and researching themes. I was also involved in the level design and the required assets and props we would need.  Importing all the assets into the Unity scene was an important contribution I made, I had to make sure all the mechanics we wanted implemented worked and the player could progress in the game.  I attended all the meetings and presentations, I kept in communication on Discord and Facebook. If any member of the group needed help or wanted to talk about the project I would always respond in a timely manner. |
| **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 planning the game realistically discus the amount of work that can be done depending on the team size/strength, then there’s no wasted time on over scoped features. For example, I created a basic guard AI for the game and it ended up not being added because of the time frame and scope.  Communication must always be perfect, the development of the project started slowing down once the communication went down. It was difficult to know what everyone was doing and what else needed to be done. |

Asset List

Programming Assets:

* The Light puzzle/Mirrors
* Character respawn points
* Character Controller
* Functionality for UI
* Inventory and Fuel System
* Menu’s
* Pickup Items
* Basic guard AI (Not in final build, over scoped)
* Tutorial Scene (Not in final build, over scoped)
* Prop Spawning
* Bug fixing/Polishing

Design Assets:

* Placement of assets within the level
* Researching mechanics/Programming research
* Researching themes
* Researching art styles
* Target audience research
* Playtesting
* Level design

Management:

* Writing Meeting Minutes
* Setting and planning tasks.