**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** | Thomas Wenman |
| **PROJECT NAME** | Level 6 – Group 2 |
| What do you think went well on the project? | The ideas provided by the team members were very efficient, we mainly focused around our target audience and built from that. Research was a key asset to our game production as there was a strong narrative & various mechanics, we looked at other games to see how they implemented the mechanics into their games and how the player interacted with them / with the world.  Communication was also very efficient, we hosted a Discord chat and Facebook chat which we used daily to message any issues or plans for the games development. Meetings were also hosted frequently every week to show the works progress. |
| What do you think needed improvement on the project? | The scope of the project was quite large. We originally had a lot of ideas and mechanics that we wanted to implement as well as various levels, however due to the team size and issues with already implemented mechanics, we decided to scrap the idea in having multiple levels and mainly focus around one level which is now polished.  Management on the project was also mixed. Some weeks we knew who was manager but some weeks we didn’t, so communication in that factor lacked. However, due to having a lot of tasks already on the backlog it gave anyone the ability to assign tasks. |
| What do you think of your own contribution to the project? | I believe that I contributed a lot within this project, this includes asset creation, brainstorming and pitching ideas to the other team members.  My focus was 3D modelling and level design for the project. The assets I created focused around the setting we were aiming for (Aztec), with different elements too such as ice variants and jungle variants. Level design was also my focus, especially on how the player interacts with the environment and how they can be introduced to mechanics.  I believe that this benefited our finished project as from play testing results indicated that they liked the 3D assets provided in the level. |