**PROJECT POSTMORTEM SUBMISSION FRIDAY 4TH MAY 2018**

|  |  |
| --- | --- |
| **STUDENT NAME** | Alexander Polley |
| **PROJECT NAME** | Aurora |
| What do you think went well on the project? | Over the course of the project, the iterations made to the game were based off informed feedback and design choices. Additionally, the feedback received from tutors helped us reach a point in the project in which we were happy with the outcome.  I was also happy with how the team worked together and helped each other out with tasks. I believe that we worked well together and ended up with a project that we were all proud of working on. |
| What do you think needed improvement on the project? | Communication between group members declined at certain points of the project and resulted in some members not understanding where the project was at.  Additionally, certain areas of the game were left un-iterated or forgotten about for large portions of time. One example of this is the interactive cat that the player clicks on to access the in-game menu. This was left un-iterated and as such didn’t have much interaction with the player. This became clear after playtesters picked up on this fault. |
| What do you think of your own contribution to the project? | I think that my contribution to this project has helped us reach our goal of creating a casual and relaxing game for our target audience. Working with other designers and collaborating ideas has been a great pleasure. My contribution mainly comes down to the overall design of the game and the assets that help us attain our vision. |
| **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?** | I have learnt a lot from working on this project as this is the most amount of time I have spent working with in a group on a single project. As such I have learnt a lot about the importance of both team and self-management. Because of the amount of iterations, we had made to this game we were constantly having to keep in communication with each other about where we were with the project and helping each other with tasks.  I have also learnt a great deal on how to streamline a creative pipeline to produce and implement assets quickly. This proved to be essential for our project and and once again taught me the importance of self-management. |

***Asset list:***

* Lantern.tga
* Lantern.max
* Lantern\_col.tga
* Lanter\_emi.tga
* Lantern1.tga
* Lantern2.tga
* Campfire.tga
* Colour\_palette.jpeg
* Concept\_1.jpeg
* Concept\_2.jpeg
* Concept\_3.jpeg
* Environment-modular\_assetsUPDATED\_TEXTURES.max
* Fire.tga
* Grass.png
* Leaf.png
* Butterfly.png
* Daily\_icon.png
* Paint\_icon.png
* Time\_icon.png
* Leaves\_bump.tga
* Leaves\_col.tga
* Leaves\_greyscale.png
* Rock\_bump.tga
* Rock\_col.tga
* Tree\_bark.tga
* Tree\_bark\_normal.tga
* Treebark\_grey.tga
* Treebark1\_col.tga
* UI\_art.png
* Updated\_ui.png
* Water-drop.png