**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

* 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.
* 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** | Callum Walsh |
| **PROJECT NAME** | Aurora |
| What do you think went well on the project? | Firstly, I thought as a group we had managed ourselfs rather well. We would always have weekly meetings to discuss the following weeks tasks that needed to be completed, which were always occompanied with rather detailed meeting minutes.  Secondly, I thought as a group we communicated rather well, I always understood what my tasks were and to why I was excactly working on them. As well if any of us were unsure what was required of us to do for a task, we were quick to help each other out and were always willing to listen to news ideas presents to us fellow group memeber or from userbilty testing.  Lastly, the project we chose to work on as a group was rapidly iterated at the beginning of the educational year. This helped create a soild game loop relativly earlier in projects development cycle allow us as group to focus of developing the games mechanics and astheics. |
| What do you think needed improvement on the project? | Firstly, even though I stated previously that our communication was rather good. While it was, It was also handle unprofessionally, a lot of important group discussions happened over instant messaging networks, where instead that should have taken place over e-mail, allowing us to have a better archive of important group discussion.  Secondly, what I think needed improving was the attention given to certain aspects our project. A lot of our time was spent polishing our project, making sure everything looked nice and creating the perfect atmopshere. While these important aspects alone, where we catered for them to much we forgot some minor aspects and features of the game which later on effected our feedback that we got from our userbility testing. |
| What do you think of your own contribution to the project? | I'm honestly rather happy with my own contribution to the project. As I helped develop some of the assets, design and build as well helped program a lot of our early prototypes. Although I could of help create more game assets within the late stages of the projects development cycle.  My time was spent designing in-game levels, polishing up the final game scene, obtaining userbility feedback. |
| **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 most important lesson for me to take away from this project is to make sure that when working on a project, make sure to have the fundmental mechanics working before making the project look astheicly please. So when the game is being tested the player have a better experience.  Another lesson I would take away from this project would be to now alway try to rapidly iterate your project, to obtain a solid game loop at the beginning of the project. Allowing you to focus more creaing more of fun experince for the player. |

Final Group Game Project Asset List

**Research Assests**

The list below is a list of documents I wrote to help with our games research and iterations.

* Psychograph.docx
* NotesOnEmpathy.docx
* PlayerProgressionInOurGroupGame.docx
* PlayTestingSessionOf24.docx

**Music Assets**

Asset list below, are a list of musical assets I made using the Magix Music Maker, a digital music editor software.

* BackGroundMusic.wav
* Chimes.wav

**Concept Art Assests**

The list below is a list of concept art I have created for out project.

* ChallangeConceptOne.png
* ChallangeConceotTwo.png

**Scripting Assets**

The list below is a list of scripts that were either used in the early prototyping stages and scripts that I have contributed to in late stages of the project

* CameraZoom3D.cs
* BillBoard2D.cs
* ApplyColour2D.cs
* ApplyColourToSprite2D.cs
* RotateIsland3D.cs
* MainMenuButton.cs

**PowerPoint Presentations**

The list below is a list of PowerPoint presentations I created for the group project.

* Presentation1.pptx
* Presentation4.pptx
* GoldPitch-PowerPoint.ppxt