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

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| **STUDENT NAME** | George Flude |
| **PROJECT NAME** | Aurora |
| What do you think went well on the project? | Overall, I feel that the project was a success in that we got a final product by the end of it. The final idea and direction for the project were things that I didn’t envision us doing at the beginning of the project, showing how not being particular with idea, and not being afraid of change can help a game to evolve, rather than staying stagnant.  We responded to feedback, both from player feedback and tutor feedback, iterating the game based on suggestions. |
| What do you think needed improvement on the project? | While communication was consistent between group members, the amount of emails traded could have been better, as most communication took place over messaging services that weren’t trackable.  The presentations themselves could have been more thorough in the content they were covering, so that the tutors didn’t have to clarify sections that could’ve been covered within the presentation itself. |
| What do you think of your own contribution to the project? | I feel that I produced and contributed a lot in the way of Art and design to the project, collaborating with other group members to ensure that the player experience and our psychgraph were catered to.  However, I am less pleased with my contribution to the technical coding element of the project. Although i wasn’t considered a programmer for the game, a better knowledge of implementing the art into the game, and prototyping mechanics would have taken the workload off of the one coder working and allowed me more creative control in the project. Toward the end of the project, I took a more active role in the programming side, which led to a smoother workflow |
| **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?** | Make sure that the designs for the game consider the capabilities of members of the team, as a lot of time was taken trying to implement mechanics outside of the learnset of some of the members of the team. This slowed down the project and, while it allowed for experimentation in the project, made the team rethink an idea when it couldn’t be implemented. |

**Asset list:**

* Our Project had rotating managers, so Presentations produced varied
* Meeting Minutes for each week’s meetings
* AnimalCharacters
* ConceptArt(Multiple PNG)
* Creatures Concepts
* Environment Modular Assets
* Landscapes
* Clouds
* Moodboards
* FloatingCat
* InjuredCat
* LoungingCat
* SittingCat
* CatCharacters
* 2D Environment Assets
* Floating Island 3D Models
* Floating Island Textures
  + Different colour palettes
* Logos
* UI Icons
* Particle Art