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

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| **STUDENT NAME** | Charlie Crewe |
| **PROJECT NAME** | Level 6 Group Project |
| What do you think went well on the project? | Our group had really good communication, we all knew what we were working on the goal we were working towards was agreed and everyone work together towards that goal. The work being completed was also to a higher standard than any group I have worked in before. Our group also held weekly scrum meetings which allowed all the group members to have input and understand what the group was doing in the coming week. |
| What do you think needed improvement on the project? | I think there were some tasks that were set before they were fully require or before we had fully decided what we were going to be doing with the completed work, meaning that, although we knew what we were doing we didn’t quite look at the bigger picture in that area and it meant that some work that was completed was just scrapped where the time spent on that could have been better spent on other things. |
| What do you think of your own contribution to the project? | I was happy with my contribution on this project, I was happy with how I stepped up more and took more control over the whole process. I am the team leader for the Tranzfuser project we will be completing over the summer, and although that is not part of the project, I think the confidence gained in the project and my dedication to working with a team of likeminded individuals helped me gain the confidence I needed to be what the team needed. As for tasks completed I explored some areas of code that I had never looked at before and did a lot more optimization on my own code, looking for ways to slim the code down and complete the same task in a much cleaner way. After this project I am happy that I understand my capabilities more and can brainstorm tasks a lot clearer as I know more accurately how long is needed to complete the task. |
| **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 thing I am taking forwards from this project is a better understand of the planning phase of projects and meetings, our scrum meetings really allowed everyone to fully understand the project and help brainstorm ideas. The skills learnt in the planning phase is my understanding of time management, in how long it will take for me to complete tasks and know how much I can do within the week. A also have learnt the importance of code optimization and how it helps people coming in to edit and amend the code quickly understand the code and not have to spend time trying to understand your code before completing their tasks. |

Asset List:

Monetisation-Research.docx

UI and UX.docx

Creation and Maintenance of Unity file

Animation for CatBopping and Floating Island

Within Game Aurora Scripts I worked on

Camera Control Script.cs

MainMenuButton.cs

UI\_Selector.cs

Zoom.cs

Contributed to

Colour Application.cs

Island Rotation.cs

Destroy\_PS.cs

Paint\_Materials.cs

Within Game GroupProject Game scripts I worked on

Scenemanagement

Paintmaterials3D

RotateIsland3D

ApplyColourtoSprite3D

LevelSelection