**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** | Elliot Page |
| **PROJECT NAME** | Go Nuts! |
| What do you think went well on the project? | I am very pleased with the product that came out at the end. I believe that we, as a team, managed to create a game that was fun to play, with a consistent aesthetic. The latest feedback showed that no one said they didn’t like the game, which is something to be proud of. I also think that the assets I contributed to the project was some of my best work over this course (e.g. the music). |
| What do you think needed improvement on the project? | I think our team needed to communicate more using official channels; we spent a lot of time using services like Discord to talk to each other, but the lecturers not being able to see this might have hurt their ability to properly assess our individual contribution.  Another thing I think needs improvement is the team’s ability to manage the project. Throughout the project, team members forgot to update the JIRA, relying on me to log hours for them. This resulted in the JIRA being incorrect in its reports.  Task assignment was also an area of weakness. There were long periods of tasks not being complete. What should have happened was said tasks being reassigned to different team members once we realized the initially assigned member was struggling/not contributing.  I also think the project would have been better managed if we had avoided Tuesday sprinting. Some tasks would not even be started until Tuesday evening, by which it was then impossible to provide support should that individual find themselves struggling with the task.  To condense these paragraphs into a general point, the management of this project I feel was an area in need of much improvement.  On another note, I feel that the game we produced would have been even better if we had made a single player game; making a multiplayer game requires multiple people to playtest at a time, making playtesting slow and daunting, and not allowing us to iterate as quickly as we’d have liked. This was not helped by the fact that the game was network multiplayer, which added an extra dimension of complexity in regards to getting the game functional.  I also think that we should’ve picked a different target audience; our insistence on aiming the game at a younger demographic (10-14 year old males) was a constant problem for us, as playtesters from that demographic were difficult to source, and things like filming them (necessary for proof of playtesting) came with a mess of ethical issues that prevented us from doing so. |
| What do you think of your own contribution to the project? | I am pleased with my own contributions. Playtesters said that the music was great, and the visual aspects which I contributed such as the lighting, hanging baskets, posters, and waves really help bring the aesthetic of the game together.  That said, I believe that I should have added a lot more grapple points than I initially did, as playtesting found out that the 40 or so I put in was not nearly sufficient for gameplay.  Also my map redesigns near the start of the project were not received well by my own team or by others in presentations. This implies to me that I need to work on my Level Design ability. |
| **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 think I have learned about the importance of management in regards to an extended project; a large amount of our problems and areas for improvement were due to bad management. Thus, for next time, I will make sure that someone is assigned a project management role, rather than trying to ask everyone to manage themselves. |