**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** | Max Carter – S175573 |
| **PROJECT NAME** | 3rd Year Group Project – Go Nuts! |
| What do you think went well on the project? | I think the project itself was ultimately a success – the finished product is fun to play solo and a lot more fun as with multiple people in competition on a server. The game world feels very complete with the addition of all the decorative assets in place and the mechanics feels fun to use. Nice audio wraps it all together.  Feedback was consistently positive, with our latest round of feedback showing that everyone at least thought the gameplay was ‘ok’ (though most was positive. I’m very happy with this outcome.  I’m also happy with what we’ve accomplished. This was a large undertaking and quite possibly the most ambitious game created amongst the third years this year. Considering what we wanted to create, I’m happy with what we’ve finished up with.  Starting in the Summer, sometimes we held ‘game jam’ style days, where we would all get together and work on various tasks for that week in one go for several hours in a day. This proved to typically be very effective and was normally the peak of group communication and productivity.  I’m also proud of the fact that despite the many up and downs of the project, we all managed to remain friends through it, and actually ended up as better friends than when we started. I had concerns over the year that we may not remain amicable, however these concerns have been long since alleviated, and I’m truly glad I got to be a part of this team. |
| What do you think needed improvement on the project? | Communication – while the quality of our communication was generally decent, a lot of it was done on our group Discord server, which led to much fewer emails being sent out than we probably should have done.  Management – until quite late in, no one had really taken on the management role. At some point in the second semester, Elliot stepped up, at which point we saw a notable increase in clarity and group consensus, as well as more communication. Throughout the year though, we’ve had numerous issues – JIRA not being updated consistently (which led to various issues with the charts and burndowns etc.), tasks being left late or not being completed etc. (more on that in the following sections), lack of clarity in some cases. |
| What do you think of your own contribution to the project? | I have a relatively neutral stance on my contribution to the game, becoming more positive into second semester.  As a result of both my health issues and doing an ambitious project, I have had periods during this year where I’ve done very little work. My work schedule has been horribly inconsistent; however I think the work I’ve produced is of good quality.  In the first semester and part of the second semester (after doing all the concept art stuff), I was left on character modelling duty. As someone who isn’t particularly good at modelling, nor particularly enjoys modelling, this came with a whole mess of issues. Us doing a 3D game as well meant I was needed to rig and animate – neither of which we are taught on the course which meant many hours of unrecorded work was spent learning how to do this sort of thing to some degree. Thankfully the animations were handled by Mixamo in the end once we had our low poly character model, and I learnt a lot in the process.  A bit into the second semester however my team realized I was struggling and I was moved onto different tasks, at which point I really saw a noticeable increase in productivity and interest in the project. I’m very happy with all the little decorative models I made for the town (solar panels, hanging baskets etc.) and I really feel it helps bring the town together and feel like an actual town where people live. Also my various smaller, less noticeable but still long and arduous tasks such as finding map issues, adding in many more grappling points and adjusting furniture placements and positioning so it feels less rigid and more natural really helps the town’s atmosphere and the scene as a whole.  Not to mention my many hours spent playing the game and conducting playtesting in order to provide feedback for all the many builds, and to find any bugs or problems. Help with the design of the UI and various other aspects of the game. |
| **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?** | Initial planning for the game – deciding to do a multiplayer game, and one based on servers rather than single screen, caused a lot of issues. Plenty of coding issues arose as Rebecca and Joe could tell you, but there were also various issues in playtesting department. Having a game intended for 3-5 players generally meant finding that many players to play at once. Sourcing this many playtesters at once was often quite difficult. It also was much more often than not, not our target demographic. We picked a slightly awkward demographic of 10-14 for our game, and getting proper playtesting from a demographic like that is not only hard to come by, but also has various ethical issues which meant we couldn’t and wouldn’t want to film them for proper playtesting records and proof.  Overambition – choosing to do a 3D game was problematic. While there are people in the group who CAN model, none of us are particularly great at it. Getting used to new software, new parts of software we’ve previously used, and researching and learning about features we’ve never been taught (particularly rigging and animation) all took up development time but couldn’t really be recorded in the hours.  On top of this, doing a multiplayer game meant that a lot of programming time was spent trying to make sure everything worked out on both the server-side and client-side. This tied in with the playtesting issue, as we needed multiple people set up on multiple machines to even test these fixes, let alone to find more bugs.  Software inexperience and being overly ambitious with the project is some things I’d very much try to avoid in the future. Doing a 2D game would have been much more up our alley, however I think us being a 5 member group lead to us thinking we needed to push the boundaries of ambition a bit to give reason for us having 5 members in the first place.  Project fatigue – with a full year long project, it’s almost inevitable at some points for all team members to get bored, annoying, overly-stressed about or begin to totally lose passion for a project. I think it’s important to never let people get bogged down on tasks for too long (a lesson I learnt all too well myself), and for people to keep working on other things where possible to keep the work fresh and interesting. Do whatever can be done to keep people from getting bored of the project, and if that can’t be done, be lenient and give them time and space if they need it briefly.  Importance of management – this one should go without saying. Our team’s management has been pretty bad until Elliot stepped up to the role (at which point it got better). In future projects, I’d very much recommend having someone or a few people dedicated to the management role, at least for a couple of weeks at a time (even on a rotor perhaps). That way there’s always someone to keep up communication and check in with people rather than people half managing themselves a lot and things just not getting done. A lot of our group’s issues were caused by a lack of proper management, so I think this is perhaps the most important lesson I’ve learnt from this whole project. |

**Asset List:**

∙ Much of the concept art used in the presentations, and all the concept art for GoNuts!

∙ Everything in the ‘Max’ folder

∙ Total creation of (or help in creation of) all the presentations for pitches (found in Group\Presentations)

∙ Most of the old meeting minutes and the template in ‘Group\Meeting Minutes\Old Minutes’  
∙ Help in creation of an older level build (the platforms in the chasm – no longer in use)

∙ Parts of the current level…  
 - initial design and concept art  
 - the roofs of all the buildings  
 - placement and positioning of all of the furniture and many of the decorative hanging baskets and grapple points

- fixing problem areas like missing walls, missing ceilings, broken areas

- extensive playtesting (myself and conducting other people playtesting)

∙ Setting up and organising the Github