**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** | Rebecca Brannum |
| **PROJECT NAME** | GoNuts! |
| What do you think went well on the project? | We managed to make what we originally set out to do, with very few compromises made to our design vision. We overcame the technical challenges of producing a networked multiplayer, third person platformer, non-linear racing game, that has been well received by those who have played it.  We came close to producing something that aesthetically matched our vision and the look and feel of the game ended up being very positively received.  Elliot did a fantastic job with taking over a project management role midway through the project, and many of the issues raised below were overcome by his hard work and efforts.  Despite numerous issues that came up in the project over the course of the year, and a few instances of in-fighting, the group of five has remained intact and friends. We eventually found our roles in the group and worked well together and have produced something that we are proud to include in our portfolios. |
| What do you think needed improvement on the project? | Poor project management and communication were perhaps two of the biggest issues that affected the project.  The team made poor use of JIRA and meeting minutes during the first half of the year. Tasks that had been assigned in JIRA were not updated in a timely fashion, and for most members of the group a lot of work was left to the last minute before a sprint conclusion. This had the effect of making it difficult to chase up tasks that needed doing, or were dependant on work done by someone else. Often we found that the work that was being submitted at the last minute was not done to a suitable standard and either had to be reassigned to someone else or done again, pushing work for each sprint further and further down the production pipeline.  These issues were then further exacerbated by poor communication between certain group members and the rest of the team. We relied heavily (perhaps too much so) on the use of a private discord server we all had access to instead of group emails to discuss the day-to-day production of the game. Even when emails were used, we tended to use them just for confirmation of meetings and weekly progress updates when large tasks were completed.  Another problem that arose in November, was the poor decision to overreact to negative feedback and level design frustrations and failures, and to throw out what was actually a solid design to experiment with a drastically different approach. We wasted a lot of time and assets on these failed experiments, and this was a low point for project morale.  Delegation of tasks is something that went poorly as a result of the poor project management and communication, with tasks either being assigned to people who could not do them, or not enough tasks being assigned to certain members of the group and too many to others.  We were forced to outsource production of a key asset in the game (the low-poly version of the flying squirrel player character) due to technical inability of members of our group to do so. This was something we were aware may have been necessary from the start, however if the problems we encountered had been brought up sooner, it could have been done much earlier in the project. The result of this was that there was very little time to implement the player character animations, and while I did my best in the time available, it is perhaps one of the least polished aspects of the game. |
| What do you think of your own contribution to the project? | I’m pleased with my own contributions to the project, I worked very hard to make the game as good as it could be in the time that I had, and I am pleased with the results of my efforts.  The technical challenge of building a networked multiplayer game was something I was able to achieve, and despite the added complexity this gave rise to in later development when adding new features, I managed to make everything work (though I do suspect there are still some bugs that remain).  The level design that I ended up producing in minecraft in a similar manner to the level design module from the previous academic year is something I am pleased with. I had very limited time to complete it and I dedicated a lot of time to making it as best as I could. If I had begun work on this much sooner, there are design decisions in the final model that I would have done differently, however as it is in the presented form, it has been well received by those who have played it.  The in-game user interface, and the design and implementation of game mechanics such as the player tracker and the eagle are two aspects of the project I am particularly pleased with. These were solutions to problems that arose during development that were technically very challenging to implement, but I managed to get working in a reasonable timeframe and to a suitable standard.  There are aspects of the project that I feel I did not do as well with. I tried to make sure that I responded in a timely manner to emails sent to the group and that the JIRA was kept up to date (though during the early stages of the project I did lapse in this regard), however there were times in which I was quite inconsistent with this.  I found it difficult to do work consistently throughout the year, with periods of low engagement in the project followed by several weeks of intense workload. In my defense, as a part-time student with other commitments outside of the course such as my full-time employment, the time I had available to work on the project was not always consistent in addition to being restricted to one a day a week at university, and evenings and weekends. |
| **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?** | Project management is something I would definitely do differently.  I would prioritise good communication between group members, remembering to chase up tasks in a more timely fashion, if possible hold daily stand-up meetings to check on the status of things, adjusting and reassigning if necessary whenever problems arose, at the point at which they arose rather than leaving them too late.  Team size is something I would reconsider in a future project. While it was not intended that we should work as a group of five (Joe was a last minute addition and we were unsure if Max was continuing to level 6) many of our management and communication issues arose out of having a larger group size. If the team were smaller self-management would be easier as would the ability to chase down problems, (though the scope of the project would need to be reduced). If forced to work in a larger group again, I would make sure that someone was designated as project manager.  While we did manage to make a networked multiplayer third person platformer in the Unity engine, it may have been far easier to have attempted to build it in an engine more suitable to this sort of project. There were numerous times throughout development where the limitations of our choice of engine hampered development and made certain aspects of production more difficult. Our choice of engine was due to our familiarity with it versus Unreal and was made before our choice of game. In hindsight we might have been better suited choosing to make a less ambitious game or at least something that plays to the strengths of the Unity engine. |

**Asset List**

The vast majority of scripts in the project were written by me. While a lot of the network code is based heavily on a tutorial (linked in the comments of the scripts) they have been adapted to fit the needs of our game project.

The level model asset was built by myself over the course of three weeks. The large planter models were also my work. I also made the waterfall assets.

I produced all of the assets for the in-game UI (with the exception of the fonts), though the main menu is mostly the work of Joe.