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

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| **STUDENT NAME** | James Macleanan |
| **PROJECT NAME** | L4/5 Group 2 |
| What do you think went well on the project? | A lot of design knowledge was developed in all the designers. We all learnt a lot of new skills and abilities focused on development. These consist of, but is not limited too, animation, level design, design documentation, unity programming knowledge and designing with an audience in mind.  There always was a list of future task to be completed. Everyone always had something to focus on for the group project. This is mainly because when we did meet up, everyone was aloud to openly convey their views within the team. No body was left out and someone always had an idea of what to focus on next.  I don’t know unity programming well enough for easy communication between me and our programmer. Though the end result ideal for our game. A few bugs remained, but our programmer was dedicated in fixing them, there’s just very little us three designers could do to help him.  Presenting frequently was a very helpful experience. It helped not only to see improvements on our game and team work, but others as well. We all collective learnt from each and every presentation to be better for next time. In the end I think our presenting abilities have greatly improved, particularly in nervous public speakers in our team. |
| What do you think needed improvement on the project? | Game jam sessions with all member of the team and meetings in general, barely happened. This caused a lack of communication and likely hindered development as we weren’t able to communicate as easily and build off each others ideas. For all future group work, this will need to be changed and happen far more frequently so we don’t lose potential growth or progress.  Playtesting was not done until we were far into the project. This was mainly due to inexperience. We designed to many assets to be put into the prototype rather than just focusing on mechanics, and having a grey skinned game. This also lead to having too many created assets that where mistakenly used for later prototypes since their was a lot of assets with similar names, and little communication between members to solve this basic issue. |
| What do you think of your own contribution to the project? | My own contribution was mainly doing a lot of the animation in the project. I also designed the core basis of the game and changed ideas and concepts when I saw that they weren’t going to work. I also helped manage the team in times of our managers absence due to personal emergencies. Over all I learnt a lot from the experience, and developed lot of skills while making and designing the game, while working in a long term project with others. |
| **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?** | Communication needs to be a lot more frequent, and the project shouldn’t be so quick to start. Instead of immediately creatimg assets and level, we need to feel things out a lot more. We first need to ask the questions like, how do the mechanics work, how does the player find the controls, is there a lack of communication between the game and the player. All of this and more needs to be answered first before we delve into asset making.  Additionally we did over scope. Although we didmt believe we had at the start. Though there was always new programming issue that simple got in the way of development. Next project I will start designing a game with bare minimal essentials, then build on that so we at least have a working project that can grow. Rather than have a product that keeps failing and finding new bugs while being unplayable. |