**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** | Daniel Beales |
| **PROJECT NAME** | mgp-l4-5-group-2: Buzz Blast Battle |
| What do you think went well on the project? | I think the team as a whole went well, We all communicated very well while also working well together. Each team member spoke with each other with respect and everyone always had a chance to voice their opinions and concerns about the project at all times and within group discussions.  The project I think did go well overall considering the issues that took place with my absence and game bugs. I think we have created a playable game and it has a polished look. There are still some bugs but I feel overall it’s a good game and meets the brief. |
| What do you think needed improvement on the project? | I think there is room for a lot of improvement around all aspects of the project.  **Team management:**  There needed to be more communication, At times we had sprints where there was very little communication, even if every team member knew what their role and tasks were, there still should have been a consistent line of communication.  The time management of the project was not the best it could have been but it was not appalling. In future projects I would set deadlines for specific tasks to make sure they are done on time, while also making sure that tasks were not assigned that rely on other tasks to completed, This can cause a large back log of un worked on tasks and delay the progression of development.  I had some personal issues half way during the project, I did communicate about these and other team members helped and took an active role in trying to help and relieve the pressure of the managerial side of the project. But next time I will have to set up back up plans for instances like this, ie more in depth back logs etc.  There could also have been more time spent doing team game jams, The few that we did really helped the project and we got a lot done as a team and we got all on the same path, these did not happen often enough. Some parts of that is due to non-availability and travel restrictions from team members, some is part on my end not organizing efficiently and communicating with the team and a mix of needing to pre plan with time tables.  At the start of the project I should have made sure everybody had access to GitHub(Could Pull, Push and commit) without issue, as well as unity, and jira. This caused issues down the line when I found out some team members did not actually have access to github, or not the correct repository. These bugs should have been spotted and found in the first week sprint not week 4-5.  **Programming:**  More could have been improved with the programming side of the project, some issues were related to time management, leaving tasks to the last minute to then encounter bugs that did not allow me to have time to carry on past them and not have the prototypes ready for when I said I would. Another part would be not to focus on singular bugs for long periods of time, so rather than that I should have moved on to another part of the project and get that completed and come back with a fresh set of eyes.  I tried to create to complicated tasks which made the code get very complicated very quickly also I over scoped the games programming needs and focused on lesser priority functions rather than getting the base mechanics working efficiently and bug free first.  We did work on unity as that is the program I knew how to use, even though the other team members did not know this program. This did cause some issues when it came down to multi person development on the program and when I encountered issues, But I do still feel this was the correct route to go, otherwise I would of purely been a managerial role rather than a program and would have not been able to help with the progression of the game what so ever.  **Design:**  Overall the design went well, But I feel we went wrong in focusing on the game to early on. We created assets that where not used while we spent a lot of time polishing prototype assets and focused on creating a game that looked good, but barely worked for our prototypes, This was the opposite of what we should have done. |
| What do you think of your own contribution to the project? | Overall, I feel my programming contribution to the project was good and to the best of my ability. I am happy with what we created and the final product even including all the bugs that were included I do feel happy with the result.  My management contribution could have been much better, I did struggle to keep up with the management side of the project. I feel I could have communicated more and assigned more relevant roles. I should have also taken more time to manage the team. IE dedicate more time to timetable planning and task planning. |
| **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 important lessons I have learned over this final project is to communicate not only regularly but efficiently while it not only being email, but in person and within group meetings.  Another is not to develop an in-depth prototype, develop the core mechanics as quickly as possible and get play testing done. During this I have realized how important play testing its and how important having multiple prototypes of your game to show the different variations that can be created.  I have also learned that keeping track of task completion rates, using the tools available is extremely important, this will allow myself in future projects to make sure everybody is getting tasks that they can handle and within the time frame they are capable of completing them in.  Group work together is an extremely valuable asset within a project, working together in tandem as a team allows any problems to be solved together and makes sure every team member is on the same page. This can stop confusion later on in the project while also being able to help each team member develop their skills further in areas that they are not so great in.  Making sure that every team member is set up with the necessary permissions and software that is needed throughout the whole project early on in development.  Spending more time on design and development planning rather than jumping straight into development its self. |