**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** | Willoughby Axtell |
| **PROJECT NAME** | mgp-l4-5-group-2: Buzz Blast Battle |
| What do you think went well on the project? | I think that in particular the planning and organization of the project went well, until towards the end of the project I never ran out of tasks and I felt as if I was being utilized at every point in the project, with a few exceptions I was always kept up to date on the state of the project, and was generally quickly informed if I had to complete a new task or alter an existing one. |
| What do you think needed improvement on the project? | In my opinion the state of the programming in general, for most of the project our programmer was working far more hours than they should of trying to catch up with the programming, while I tried my best to assist him with the programming I was not experienced with the software that he had decided to use and thus I could not help a much as I would have liked, because of this an improvement to our project could have been to use programming software that all the members of the group had some sort of knowledge of so that we could assist with the programming more and avoid the large programming backlog that we had. |
| What do you think of your own contribution to the project? | I feel as if my contributions have been critical to the progress of the project, such of my major contributions include the creation of the levels and the UI both of which were essential for the game. However, I do believe that I could have contributed more to the final game, my reason for thinking this is that a large number of my contributions were scrapped late in development due to time constraints or other problems. |
| **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?** | In future group projects I will keep in mind the fact that programming takes significantly longer than design tasks and having a single programmer do almost all the programming results in the designers running low on tasks and the programmer having to work overtime, in a future game project I will make sure that if the designers have any experience in programming and if they do then I will try to utilize it, if not then I will try to get the designers to learn the basics of the programing software which we are using so that they can assist with the more simple aspects of the project. |