**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** | Eduard Iablonschi |
| **PROJECT NAME** | LEVEL 4 \_ 5 Group 10 – Pirate Siege |
| What do you think went well on the project? | One of the aspects which I believe went well on the project was that we have managed to work as a team by doing our tasks regularly, by communicating with each other if something went wrong and by delivering a presentation each time there was a pitch. I think that communicating during the weekly meetings definitely helped speed up the game creation process. |
| What do you think needed improvement on the project? | One thing which could have been improved would be the quality of our game, meaning that we could have created a much simpler game in terms of programming that could have taken less time to prototype and we could have focused much more on polishing. Also, because we have overscoped, we did not manage to fully implement everything we would have liked into the game. |
| What do you think of your own contribution to the project? | I believe that I could have contributed more by managing my time better. At the beginning of the group project, I believe I have not dedicated enough time to do my tasks, which caused the creation of the prototype to be delayed. Also, despite the fact that I did not know how to implement certain mechanics into the game, I believe that I have dedicated myself to doing research on those aspects (searching for information and ideas in books, on official forums and by watching tutorials). |
| **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 lesson which I have learned to be the most important one is constant communication between the group members, to ensure that everything is going according to the plan, or to make changes which would not greatly affect our work. Another lesson I have learned would be to start small and improve on what we have, in order to make sure that we deliver a finished product which meets the brief. Last but not least, I have learned that even if there are problems, I should try to enjoy working with people, and learn from everything and everyone. |