**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**.

Aiming reticle concept art

Aiming reticle refined

Background

Concept art

First pirate

Health bars concept art

Menu final

Menu rough

Pirate 3

Pirate 4

Pirate 5

Pirate ship art

Power bar and button

Second pirate

Timer concept art

Timer final

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| **STUDENT NAME** | Edward M Phillips S192550 |
| **PROJECT NAME** | UoS group Project 1718 group 10 |
| What do you think went well on the project? | I think that our planning on the design of our game went well we came up with an idea and slowly modified it as we encountered problems till we came to a design I feel we were all happy about |
| What do you think needed improvement on the project? | I often had to ask for clarification on what was desired due to a lack of detail on my Jiro tasks. |
| What do you think of your own contribution to the project? | I provided a lot of art of which not a lot was used but to be fair my art skills are lacking and I did not know enough about programing to help. |
| **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?** | Start simple to prevent over-scoping and make sure to have at least one meeting a week and most importantly keep backups in different place we had a version get corrupted because our leader computer got unplugged. |