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| **STUDENT NAME** | Jamie Owers |
| **PROJECT NAME** | Mgp-mgp-group-10 |
| What do you think went well on the project? | Overall, I’m happy with the game and group project. Everyone in the group put suitable hours in and provided work on time. As a group we managed to get tasks done on time. I think the team was managed well and if we picked a simpler game then we would have something amazing to show the work everyone put in but unfortunately, we over scoped. Finally, there were no major problems between group members, we didn’t need to escalate anyone |
| What do you think needed improvement on the project? | As designer I found that I would make the art assets, send the work off and then never see the art again. I never saw the art put into UE4, I only ever saw the game when we were planning a presentation. On top of that I felt that I was the only person making suitable art work for the team, Ed was doing the tasks but he didn’t use any of the theory we learnt in Dave’s or Eddies lessons. this added more pressure to me because if I didn’t do art work for whatever reason then nothing would have been done for our game and we would still be in a prototype stage. I didn’t expect any art work to be amazing from anyone but there was no effort in design from Ed, none of the research we did with our target audience was applied to the art assets he created. On top of that when he finished designing the assets he would log the full 6 hours, which he didn’t do. Ed has some really good ideas for the game but unfortunately the effort wasn’t there and he never accepted help when myself and other group members offered it.  Time management became a problem when other assignments were handed out, I found that everyone in our group at some point put other assignments before the group project, this led to us falling behind on schedule and not making the game we planned to have. On top of that it didn’t help that we over scoped the idea at the beginning, we should have made a game with a simple mechanic and changed how to use that mechanic every level. |
| What do you think of your own contribution to the project? | Commits were always on time and I never missed a deadline but towards the end, when other assessments were due in, the quality of work dropped a bit. Most of my task were completed in less than 6 hours, it wasn’t that I didn’t do the work, I just finished the work relatively quickly, so I only had 46 hours and 45 minutes in total. I felt that I was a key part to the team, if I didn’t do any art work then nothing would have been done. With every asset, I tried to apply the theory we have learnt in Dave’s and Eddies lesson and thought how it would affect the target audience and would it get the emotions we’re looking for. |
| **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?** | This group project has given me an insight of what’s to come next year as a manager. I know not to over scope the game idea and I’ll do this by aiming to get 1 mechanic for the game but every level will have a different way to use that mechanic, so that the player won’t become bored and we can apply the Mihaly Csikszentmihalyi Flow chart and the learn, practice, master loop. On top of that, I tried to communicate as much as possible but I feel like it wasn’t enough, so communication will be something I do a lot more of next time. Finally, when it comes to presentations we need to record people’s reactions when they are playing the game and prepare for the presentations as much as we possibly can so people don’t worry and panic when it comes to presenting. |

**Assets I have made**

* What the player sees.psd
* What the player sees.png
* Wave.png
* UI Buutons. Psd
* Shipwreck.png
* Sea Monster.png
* Red Pirate.psd
* Red Pirate.png
* Red Pirate ship.png
* Red & Blue Pirate ship.psd
* Polished player face health bar.psd
* Polished player face health bar.png
* Player wins.psd
* Pause Buttons.png
* Menu.psd
* Menu.png
* Menu Buttons.psd
* Main Menu Screen.psd
* Island with Tree.png
* In game pause.psd
* How to play.psd
* Hint Button.png
* Health Bars.psd
* Female Red Pirate.psd
* Female Red Pirate.png
* Female Blue Pirate.psd
* Female Blue Pirate.png
* Character Outline.ai
* Blue Pirate.psd
* Blue Pirate.png
* Blue Pirate ship.png
* Background assets.psd
* Drawings 1,2,3,4,5,6,7,8,9,10, 11 & 12 (Backgrounds, Characters & Power Bar Concept Drawings)
* Blue Pirate Animations.psd
* Blue Pirate Animations 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11 & 12 (All of them are separate .png)
* Red Pirate Animations.psd
* Red Pirate Animation 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11 & 12 (All of them are separate .png)
* Blue Pirate Ship 1, 2, 3, 4 & 5 (All of them are separate .png)
* Red Pirate Ship 1, 2, 3, 4 & 5 (All of them are separate .png)
* Axe.psd
* Cloud Menu Background.aep
* Clouds.mp4
* Flow-channel\_line.png
* Learn Practice Master Loop.docx
* Psychographics & Demographics Slides.pptx
* Survey 1, 2, 3, 4, 5 & 6 (All of them are separate .docx)
* Demographics\_psychographics\_survey\_responses\_tom\_mclaren.docx
* A survey to see what you like in a game.docx
* Survey Results and Graphs.xlsx