**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** | Thomas McLaren |
| **PROJECT NAME** | mgp-group-10 |
| What do you think went well on the project? | Unlike other group projects I had control over settings tasks and ensuring that they were always set correctly and on time. Thus, leading to Jira tasks going very well. This is because I would ensure both designers normally had the same group tasks, in order for me to select what art assets bet fit the game and accordance to the brief. Then whenever I needed extra work doing, I would then set separate tasks. Next myself and Eduard would have programming tasks. However, the reason the tasks went well, was because I would ensure every group member had enough time to complete their task up to standard. Whilst also ensuring the task descriptions were detailed enough and always reassured group members they can communicate with me and arrange a meeting if they are having trouble with their tasks. This was mainly because I wish I had that opportunity and felt comfortable asking for help on a task with the group members I had within first year. |
| What do you think needed improvement on the project? | The main problem I feel our team faced was over scoping from the very beginning. This was due to selecting a game idea which fitted the brief, however not fully considering the level of complexity and time it would take to code the core mechanics which make up the game. For example, our game was based around a power bar and projectile trajectory system tiled to a single button input. However, both me and Eduard Iablonschi had no initial knowledge of how to program the following mechanics within the game. But we both researched very hard from various sources e.g. YouTube, Forums, Books and friends in order to get game mechanics working. I feel this did not ultimately ruin the group project, however definitely slowed production of the game. In the end causing our game not too to be as polished as we had initially liked. |
| What do you think of your own contribution to the project? | I feel my own contribution both as a manager and as a team member were very high, both in quality and frequency. I can genuinely say I tried my up most best to produce a game which bet fit the brief given. For example, with my managerial contribution I wrote meeting minutes for every week, apart from the one week when everyone was absent due to snow (as no meeting was able to take place). Also arranged at least one meeting every week within the labs and sent regular consistent emails every week with a total of 70 sent. With regards to contribution to the game, I undertook the role of programmer alongside Eduard Iablonschi. This was because we already had two designers in first year within our team, plus we were using UE4 so I had the ability to program using blueprints. My logged hours for the group project were 67h 10m, which were 6h 10m higher than estimated hours, showing my consistency and dedication towards this final second year group project. |
| **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?** | For the next group project before starting production of the game making sure it fits the given brief. We will then ensure that the complexity and level of coding required to create the game, group members already have that ability or it is very easily achievable for us. This is because without this problem, as long as the game meets the given brief, it will allow our group a comfortable amount of time to playtest, iterate and polish the final game. Instead of rushing to finish and fix coding issues which sometimes occurred during this group project.  Also, another key lesson learned was to always keep regular backups of the game, in multiple places. This was because I managed to accidently corrupt our main game project files saves when incorporating a new mechanic within our game and overwriting the game save. This ultimately ended up with our end game project files to be corrupt and unplayable. However, luckily, we had video recording of previous gameplay to show during the final presentation. But ultimately in hindsight, always take regular game backups in different places, not just on GitHub.  Finally, not underestimate group members abilities. For example, I would set normally three lots of 6hour tasks for each group member. But on multiple occasions these tasks were completed with time to spare. As a result, in the future I will set additional bonus tasks not labeled as major on Jira. Which will be there for group members to attempt or complete if they have finished their 6hours worth of tasks early and consequently have time to spare. |