|  |  |
| --- | --- |
| **STUDENT NAME** | John Rance |
| **PROJECT NAME** | Level 4/5 Group 11 – “Kazu-10” |
| What do you think went well on the project? | Though our first pitch went badly, I think our group did well to recover quickly, devising a new game concept that fit the brief and our target audience. This turned out to be very successful, as the game’s core features were easy to implement, meaning a lot more time was able to be spent playtesting, gaining feedback and polishing the levels.  The game itself appears to work excellently in terms of both visuals and gameplay – there are no noticeable issues with any of the game’s functions and feedback has been positive. |
| What do you think needed improvement on the project? | I feel that the communication within the group could have been better. Within the final couple of weeks of the project, less emails had been sent in order to keep the group informed. While this was made up for by the use of Discord to communicate between group members, issues with the software prevented me from being able to use it successfully, meaning that I was more reliant on emails than the others.  Perhaps more playtesting could have been done, particularly to test the casual levels that we created near the end of the project. A lot of time was spent polishing the levels that became part of the game’s “hard mode,” which could have been used for the casual levels had we worked on them earlier.  A number of features for the game were discussed, though many of them were not implemented or were discarded or unused in the project, including “power-up” blocks that, when hit, would either benefit the current player, or hinder the opponent. This could have added more adversarial gameplay to the project, since I feel that there are not many ways in which players can interact with each other. |
| What do you think of your own contribution to the project? | I am not too happy with my contribution to the project. While I attempted to complete all of my tasks, there were a couple of times when illnesses and personal issues prevented me from putting as much work in as I could have. In addition, as a commuter student, a lot of travelling was required so that I could attend the scheduled sessions for the group project. In addition, I was particularly nervous when it came to the group presentations and as a result, was the least vocal of the team, only covering around one slide in each one. |
| **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 two major lessons that this group project has shown me are that a game does not need to be challenging in order to trigger the desired emotional reactions from your target audience and that developing a game that is relatively easy to program leaves a lot of room for polishing and playtesting. These in particular are what I will attempt to carry over to the next group project, as well as better communication and planning ahead to avoid any complications that this project had. |