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| **STUDENT NAME** | Joseph Shuttlewood |
| **PROJECT NAME** | Level4/5 Group 11 – Kazu-10 |
| What do you think went well on the project? | I think we recovered well after the first initial week of brainstorming and concepts, by scrapping our old idea after the first pitch shooting it down and starting fresh with something simple and achievable, leaving us room to polish it both visually and gameplay wise.  Our initial concept prototype was rapidly re-developed in to something playable and testable at an early phase, which was crucial to our success allowing us to have such a foundation at a very early stage.  The look of the game is far beyond what I expected us to be able to achieve, thanks to Tyler’s fantastic work on emissive materials and how good they look on a small phone screen, in tune with the particle effects using those same materials. |
| What do you think needed improvement on the project? | More playtesting, whilst we did playtest the project and receive good feedback, I felt we could have done a lot more of it and over more diverse audiences with more structure.  Our initial decision to use Unreal over Unity I think was the correct choice for a final product, however I believe I would have learned a lot more if we had used Unity in terms of programming experience over blueprinting for the whole project. At this point, after having experience in Unity, I would use it over Unreal if we were to start again.  I feel as though we perhaps were challenged schedule wise as a team to get quality jam time in the labs, with there only realistically being one 3-hour window in the week where we were all available, with one member needing to travel significantly for it. This is maybe not something we could have avoided, but I would have liked some more flexibility there. |
| What do you think of your own contribution to the project? | I am not fully satisfied with my own level of contribution to the project; whilst I did contribute on a weekly basis, put roughly 6 hours per week or more in and complete my tasks on time, I don’t feel as though my work was actually good enough. I have learned a lot of useful skills during this time that I believe would allow me to produce higher quality work in the future.  I am however satisfied with my prototype contributions, bug fixing contributions, level creation contributions, refinement contributions and do feel as though I put the effort in to the project that I needed to, just that the quality of my work was (not through lack of trying, but rather lack of ability/previous experience) not on par with some other group members, meaning a lot of it was not in the final product. |
| **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?** | Going forward, I would likely put a much larger emphasis on playtesting and proper structures to deal with the feedback appropriately. I also believe our documented communication was sub-par, we did have a lot of meaningful discussions, but a fair share of those were not documented and in turn, for the purposes of looking back at the project, didn’t happen. |