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| **STUDENT NAME** | Alex Mednick |
| **PROJECT NAME** | Always a Bigger Fish (Group M/13) |
| What do you think went well on the project? | I think we had good synergy on the project and good sense of “who was doing what”, we had a shared vision and all worked towards it.  we had strong creative vision from the designers, and reliable coding from the developers.  The presentations were fantastic to be a part of, and it felt great to be “the team smashing it”.  Pair programming between all of us in assorted combinations has been incredibly effective. |
| What do you think needed improvement on the project? | I feel like I started doing creative work far too late on to get a good sense of iteration and playtesting on it, I feel If I’d got this allocated sooner it could have had a better level of design.  I think at first, we had issues where not all of us were working to a “style guide” for a project and as such the code didn’t gel very well, as we worked together for longer this totally sorted itself out.  I feel the project became very hacky and lots of the code is “good enough” but isn’t at all performant. I feel lots of things were bolted on to other code rather than sitting in their own prefabs and scripts in the mid-development cycle and this had a cascading effect on optimization which was never addressed. |
| What do you think of your own contribution to the project? | I feel like I did an awful lot of the games “early code” and set up systems which became frameworks for the game. Most of its features I coded and most of the unity project I built.  however, I feel like I trailed off as I lost interest in the project which was not at all fair on my team.  I built all of the games audio from scratch trying to theme it with the game and take feedback on board.  I’m confident I’ve contributed substantially over my hours, but feel it wasn’t as smooth and flat as it should and could have been.  most of the games optimization features were my design. |
| **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 myself, I need to learn better pacing.   It’s important I don’t lose the passion, but also don’t burn myself out through overexertion early on.  I need better focus and time sharing allowing myself a balance of technical and creative elements so I can stay passionate and interested in the project when the stimulating technological challenges are solved and the work gets more mundane.  the pressure of creativity to a deadline is something I could have avoided if I’d started those aspects sooner. |

Asset List

Music: Iterations In game (latest version)  
Title Music 1 Yes.   
main theme 4 Yes  
win music 1 Yes.  
placeholder for scene transition 1 Yes.

Sound Effects:  
Line Movement 2 Yes.  
powerup use 1 Yes.  
Powerup: Storm 3 Yes.  
Powerup:Jelly 1 No.  
Fish spawn sounds 3 No.  
Catch Squeak 1 Yes.  
JellyZap 3 Yes.  
  
Unity:   
Prefabs:   
Fish.prefab Yes.  
fish Strip.prefab Yes.  
fisher strip.prefab Yes.  
multiresbackground .prefab Yes.  
multires timer.prefab No.  
resetcontroler. Prefab   
  
Scripts:  
FishController.cs Yes.   
FishStripController.cs Yes.  
powerupbuttoncontroller.cs Yes.  
powerupJelly.cs Yes.  
powerupspeed.cs Yes.  
timer.cs Yes.  
turnspritecontroller.cs Yes.  
twoplayercontroler.cs Yes.  
  
Scenes:  
Main Yes.  
alpha\_2 No.  
win Yes.  
menu No.

Other:  
Unity animation system for fish / blend tree. Yes.  
original prototype from which the game was developed n/a

***Nb: code assets listed were not solely worked on by myself, these are the items I created and did the original code on, many of which were also worked on by other team members. I also worked on code in other prefabs and scripts, but I have not listed them as I didn’t “create” them.***