**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** | Alex Turnbull |
| **PROJECT NAME** | L4/5 Group 13 |
| What do you think went well on the project? | We worked and communicated effectively as a group, we all kept on time with the tasks that we had to complete meaning the project development flowed well. When it came to our meetings we discussed in great detail about our thoughts with what was happening at the time and what we wanted to achieve in the weeks ahead.  We made use of a lot of pair programming sessions over the course of the 12 weeks, these sessions proved to be very useful and efficient for getting work done – we would motivate each other and provide support/knowledge as well any problems or issues with the project would get solved a lot faster.  We prepared really well for our presentations, always meeting way in advance to finish and discuss what we were going to and made sure that we all felt ready as can be. |
| What do you think needed improvement on the project? | I think that one of our main issues is that we didn’t discuss and agree upon a “style guide” in terms of both programming and design.  This would have helped us a lot when it came to us merging certain parts of our code for example as it would have come together nicely using the same variable names for example and flow control.  The actual coding within the project could have been better as well, it all works to the intended need however we did discover that it caused a bit of performance issues especially on older devices. Myself in particular was more focused on getting working code and then refactoring where possible. |
| What do you think of your own contribution to the project? | I feel like I made a good contribution to the project overall, focusing all efforts towards the programming and working directly with the Unity project.  I kept on time with all of my tasks, I attempted each task to my full capability and for the vast majority were completed successfully, only a couple I couldn’t complete first time but I explained to my manager in due time.    I assisted with the creation of the all the scripts but not to a massive degree. Alex created a lot of the main framework but the code was put in place and especially towards the end of the project, I became a lot more heavily involved in focusing and working on fixing major bugs and issues that affected our game. |
| **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?** | One of the most important lessons I’ve learnt is that good communication is incredibly key and worked really well for us. Despite not having come to conclusion on guides we all knew what we needed to do, what was happening each sprint and where the project was overall. The good communication in our group led to good morale as we could know how was where eachother were and could work around it.  In terms of programming, a lesson I’ve learnt and will carry forward is to try and create the most efficient code straight up so I don’t have to revisit it later on and try and sort it if it starts causing issues – need to stop being lazy and going for the first solution. Also commenting code is crucial for both programmers and the designers within the group – there was a time where the designers would work on a small part within unity and had to use our code but has to take time figuring out how it all worked, I then had to go and comment all of our scripts late into the project which took some time. |

**Asset List:**

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| **Asset** | **Type / Description** | **Implemented?** |
| FishController.cs | Script | Yes |
| FishStripController.cs | Script | Yes |
| MenuManager.cs | Script | Yes |
| TwoPlayerController.cs | Script | Yes |
| powerUpJelly.cs | Script | Yes |
| powerUpSpeed.cs | Script | Yes |
| powerupButtonController.cs | Script | Yes |
| touchContoller.cs | Script | Yes |
| Fish.prefab | Prefab | Yes |
| Main.unity | Unity Scene | Yes |
| Start.unity | Unity Scene | Yes |
| Win.unity | Unity Scene | Yes |
| Unreal Engine Prototype | Prototype | Negated as Unity was used |