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| **STUDENT NAME** | Amy Potter |
| **PROJECT NAME** | Level 4/5 Group 13 - Always a Bigger Fish |
| What do you think went well on the project? | I feel that all team members were equally invested in this group project, which meant that we ended up with a finished project that had been playtested and iterated based on both tutor and player feedback. The early creation of our project backlog documentation and risk assessment meant that we knew where we needed to be at every stage of the project, and were prepared to fix any problems that arose.  An assortment of group game jams and pair programming sessions proved to be extremely useful for us. In particular, the pair programming tasks proved to be ideal for our group, and so we adopted this method over group jams towards the end of our project. These sessions meant that group members (programmers and designers alike) could communicate about any crossovers and provide each other with support in order to solve any problems. In particular, some members of the team wanted to remove a core feature of the game two weeks before the end of the project (without attempting a fix) as it was causing a major bug. As a manager, I decided that it would be best for us (Alex T and I as part of pair programming task) to attempt to rectify the problem and cut it only if it could not be fixed in time. This seemed to be the correct decision for me to make since the bug turned out to be a simple fix and thus the feature remained in our game.  Our presentations seemed to be successful. I feel as though a big part of this was down to the fact that the group always arranged to meet on the day, prior to the presentation in order to finalise its content before going to the assigned room to check hardware/software and rehearse. As well as this, other group members often contributed to the content of the slides after I had made the initial skeleton for each pitch. |
| What do you think needed improvement on the project? | Although our communication was good overall, I feel as though our group relied quite heavily on Discord for communication. Initially, I did not record Discord discussions in meeting minutes and this meant that tutors were likely to be unaware of what had been discussed between group members.  I feel that it would have benefited both programmers and designers to have some form of design document or style guide to adhere to, so that every group member was on the same page throughout the development process. For example, when drawing up some of the initial designs for game assets, Sean and I ended up with opposing results. Although this was quickly fixed, I believe a design document would have been useful in situations such as this one.  As well as this, the commenting on scripts in Unity was something our project lacked for a long time. This made it difficult when Sean and I started adding to the Unity project, and also meant that it was a lot harder for me to check coding tasks. Again, this was something we rectified after a group meeting.  Despite having a minimum viable product for our game quite quickly, some features were more complex to code and this meant that not only did we receive feedback for those features later during development, but they also were not fully implemented by the time the alpha pitch was delivered.  Tuesday sprinting did become more apparent towards the end of the project. Despite this however, most of the group members completed their tasks to the expected standard before the end of each sprint. |
| What do you think of your own contribution to the project? | I believe I contributed to the best of my ability in terms of both management and asset production. Not only did I oversee the project, but I also created some artwork for the game and created the majority of the code for our menu system. I kept on time with the majority of my tasks and updated the rest of the group if I was experiencing any issues.  Notably the project backlog documentation and Gantt charts allowed us to stay on track with the project and eliminate any overscoping- as a result of this, we managed to implement every feature we had planned to include in the final project. In the documentation, I chose to give each task a priority of high, medium and low as follows;   * High; necessary for the game to meet the brief * Medium; needed but not a part of the core game * Low; "nice to have" if time allows   This meant that we knew exactly what to work towards by particular points in the project, something that I feel the group stuck to quite well.  I initially started by creating user stories with subtasks on JIRA but this made it difficult to collate an accurate representation of group members logged hours using JIRA reports, as the hours of subtasks were repeated across all weeks containing its user story. When I discovered this, I marked the remaining user stories in our backlog as depreciated and started using a new method, referring to our backlog documentation.  I also tried to ensure that people understood their tasks and was available via email to answer any questions that group members may have had. I tried my best to stay on top of uploading meeting minutes and writing tasks, although I will admit I sometimes did this later than I had hoped. |
| **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?** | If I were to manage another group project, in terms of using JIRA differently, I would make sure that the descriptions of tasks were clear, giving them a priority status and deadlines to eliminate Tuesday sprinting.  Over the course of the project, I have come to realise the significance of writing clear meeting minutes, detailing what has been discussed both in and out of group meetings, so that both the tutors and group members are aware of the current state of the project.  I also feel as though it is important to be much more assertive, and tell my group members if I disagree with something so that we can discuss it in a professional manner and fix the problem - this is something I feel I got better at over the course of this project. |

**Asset List**

* Research and concept sketches for game UI
* Mockups for menu and a end game/win summary screen
  + **3 iterations**
* Research and concepts for power ups
* Project risk assessment
* Project backlog documentation
* Menu artwork
  + Back button (2 iterations)
  + Exit button
  + High score button (not implemented)
  + How to play button
  + Pause button (2 iterations)
  + Play button (2 iterations)
  + Rematch/reset button
  + Settings button
  + Toggle
  + Volume slider icon
  + Win, lose and draw pop-ups for end game screen
* Gantt chart
* UI timer fish animation in Unity
* buttonPress SFX
* Implementing menu in Unity project (iterated based on A/B testing feedback)
  + SettingsMenu.cs script
  + MenuManager.cs script
  + MusicController.cs script
  + Start scene
    - MainMenuCanvas
    - OptionsMenuCanvas
    - InstructionsCanvas
  + Ready\_Up scene
* Implemented a pause menu in Unity project
  + PauseMenuCanvas
* Bug fixes
* Frequent playtesting

***Code assets were worked on by other members of the team and the final version of the menu system was implemented into the main project with the help of Alex T***