**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** | Sean Turner |
| **PROJECT NAME** | L4/5 Group 13 |
| What do you think went well on the project? | As a team we worked together very effectively. Almost every sprint had all tasks completed, meaning we were able to achieve our long-term goals for the project. We iterated from tutor and playtest feedback well, and we ended up with a game which triggers the desired emotions during gameplay.  Group discussions were had about a lot of decisions in both design and implementation, so everyone was on the same page for most of the project, bar the occasional misunderstanding (which we also handled well as a group).  Every feature we decided to include in the game has been implemented by the time of hand-in, we did well at deciding to cut features which would be out of our scope to focus on the core elements. The only assets I produced which haven’t made it into the final product are graphics for different stated of buttons, something we found Unity did quite well by itself anyway. |
| What do you think needed improvement on the project? | As designers, if we had produced a central design document for all team members to refer to then less discussions would have been needed to clarify aspects of the game.  We were unaware of what exactly the term “alpha” meant (feature complete) so we were unable to organize priorities with development to be ready for the alpha pitch. As a result, our alpha pitch mentions some features yet to be implemented.  Similarly, it would have been better if we had playtest builds ready earlier on during development, but unfortunately this was difficult as our game had quite complex core mechanics to code and as a result most early playtest feedback gave problems we had identified but just hadn’t solved yet. |
| What do you think of your own contribution to the project? | I think I worked well, I consistently finished tasks in each sprint (although some uploads were late, Tuesday night was a convenient night for me to work and I never had tasks with blockers for other team members).  Some feedback on artwork came very late in the process unfortunately, given the time I would redo a lot of it but this was not possible, so I focused on iterating what I think were the most important assets in the last couple of weeks.  I did better than I expected at presenting, something I had been afraid of doing. Aside from some terrible timekeeping (I would forget to look at the clock when we got up to start our presentation) I think I did fairly well. |
| **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 importance of a design doc is one, our team worked well without it but I am aware that I won’t always be so lucky with team members and communication.  For design, I have learned to focus more on designing objects with different functions to look distinct from each other to make the game intuitive.  Another lesson is to experiment more with art style before committing to one. I felt pressured to have assets to show for pitches and design reviews early in the sprint cycle, but if I had let myself explore different styles further in those first few weeks then I could have ended up with a better looking and clearer final product. |