**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** | Toby White S183349 |
| **PROJECT NAME** | Vikings vs Spartans |
| What do you think went well on the project? | There were many aspects of the project that I think well. As a team when we encountered problems we would communicate well, we had regular meetings to keep each other in the loop of what was going on.  We had regular sprints in which we discussed the allocation of tasks, and we were fair in our expectations of one another. We also all had regular commits to GitHub throughout as well as keeping Jira updated.  Even though we had some issues between group members that led to the forking of the project, I think the situation was dealt with in a professional manner, and we all moved on. |
| What do you think needed improvement on the project? | The design of the game could have used a lot of improvement in my opinion. When starting the project, we became very focused on the ideas for mechanics and other game features, and lost sight of the core design of our game. I now understand that this meant when we received feedback and reacted to it, we created as many problems as we solved as we had no core idea to build from anymore. In future I will try to take longer at the start of a project developing ideas further before making uninformed decisions. |
| What do you think of your own contribution to the project? | I think I have made a reasonable contribution to this project. I started off trying to give my best ideas to the group and to be willing to undertake any task, be they things I enjoy or not. Unfortunately, the different design ideas there were in the group led to me being out of my comfort zone, and I think that shows in a lot of my work. I am not a confident artist but have tried to create assets to a reasonable standard. I think I could have worked harder on the assets, but by the time they were being produced going through the process of learning the mistakes I felt we had made in designing our game left me with a lack of faith in the project and made it very difficult to really try my hardest. |
| **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?** | There are a lot of things I have learnt over the course of this group project: design lessons, things about the way groups work in the games development industry, things about the way individual game engines work, and so on.  I think the most important lesson I will try and take away is that you shouldn’t rush headfirst into designing a game. By that I mean I understand you need to stop and look at ideas from as many angles as you can, asking as many questions about their efficiency as possible, before starting to rush into branching off from one potentially good idea.  Another lesson I will remember from this year is that when coming up with initial ideas to fit the brief, you need to be incredibly cautious of overscoping. I think it makes sense to simply always assume you’re overscoping to try and avoid it as much as possible. There are too many questions that you just don’t think of in the early phases to be having complex ideas about mechanics.  The final lesson I think is particularly important and I hope I take into the future is simply to work regularly, and to try to manage tasks efficiently. I think these are some of the key ideas to being a good manager. |