**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**.

Attack.cs

Destroy.cs

MenuCTRL.cs

Movement\_Attack\_Dodge.cs

SpawnPendulum.cs

UpdateAnimation.cs

Dodge.png

Hit.png

Thing.png

Square.png

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| **STUDENT NAME** | Vasile Petrut-Viorel |
| **PROJECT NAME** | Vikings vs Spartans |
| What do you think went well on the project? | The communication between the three of us and the individual contribution of each of us however the final result was not as good as expected. We had meetings every Monday and Wednesday to talk about how the tasks are going and if anyone had any issues completing their tasks and deciding on the tasks for the following sprint. |
| What do you think needed improvement on the project? | We should’ve focused more on designing the game at the start of the project. Since we didn’t we had to change multiple mechanics and implementation based on feedback but if we had a good design plan from the beginning we could’ve improved the way we structured the step by step project production. |
| What do you think of your own contribution to the project? | I am pleased with my contribution to the project and I think I did my best helping to build the game. Now I realized that I could’ve written the code in a better way to be easier to change if needed and more efficient. |
| **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?** | Communication is key, this is the one important statement that I need to keep in mind for next year’s group project. The lack of communication at the start of the project leaded into splitting the group and having on member less. Designing the game at the beginning of the project that will save everyone time and stress, creating a backlog in jira according to the design plan. Not letting all the work too late since that could cause poor quality work. |