**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 Butler |
| **PROJECT NAME** | Tempo Toads |
| What do you think went well on the project? | In all honestly, not much went too well with the project. The only accountable positive aspect of the project was when the entire group was together between week 4 and 6 of the project. When the group had a good standard of work and the minute were fulfilled as well as the sprints. Additionally, the emails during that timeframe were very frequent, so everyone knew what to do and when to meet up for the game jam. |
| What do you think needed improvement on the project? | Several aspects of the project need major improvement from all parts of the team  Despite having a good run of emails during the project, the rest of the time the emails, and communication in general, was scarce especially from the project manager, who always seems to have some sort of circumstance when minorly pressed for some sort of answer. There was a point during an earlier sprint, in which I felt like I had to take control and establish something for that week, bringing up the next point.  There was only one game jam during the entire project, so work was done independently. As stated previously, I tried to establish something, which was a second game jam with the whole group, to try and keep the flow going from our good week. Unfortunately, no one showed up expect one of the programmers who stayed for 30 minutes and left because of tiredness.  The game itself was lacking any sort iteration design-wise and programming wise. This is mainly down to not getting feedback for each part due to not being able to present during the pitches because of anxiety reasons. As well as the project manager not knowing anything about the design choices due to not assisting with them, despite being a 2nd year designer themselves and could of given plenty of insight regarding how it could have been made.  Without trying to shift the blame too much, the project leader’s attitude to the work need to be better. Granted I myself didn’t have too grand a look at the work, especially near the end of beta after attended the presentation with nothing to present. However, the leader set very basic tasks for themselves which they didn’t complete. An example from one of the last sprints put up was that they set themselves the task to assist me with design work for the week. However, during that entire week I got no communication or help from them, despite them being in my living room more concerned with playing an RPG (several of my flat mates who are the same course can back up this statement)  Additionally, I feel my attitude towards the project was terrible. Both for not pushing myself to do the work by myself and for not cracking down on certain parts, mainly escalating the leader. This is partly down to being close friends and having the paranoia that they would not see it in the benefit of the group, much rather a betrayal of some sort. Also, really need to work on presenting in front of people and to not let my anxiety get the better of me. Regarding that, I am getting counselling for anxiety and am part of a management session to help develop coping mechanisms for it. |
| What do you think of your own contribution to the project? | I don’t think too much of my contributions. Partly, because I knew I could have done more in the time given and I do hold myself partially accountable for that.  However, the assets that I provided for the timeframes of the project being in alpha were to a passable standard for base designs. During the time that was used working on the assets, it had my full attention and tried to make them passable for the first iteration of the 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?** | The important lessons are more like a list of do-nots to keep the project alive and functional.  Firstly, communication. The lesson I learnt is to keep messaging fellow group members, if not over outlook then via discord and Facebook. Do not leave messaging to others to sort out as they are probably thinking the same idea of being reactive instead of proactive with the emails.  Secondly, time. What I have learnt from the time that I did work on the project assets is that it is all possible to do over the time given. Make sure that the sprints are uploaded frequently and that we meet for game jams between Thursday and Saturday, to make sure the work can get done together. Do not leave everything to the last two days as it will not work and will probably blow up in your face.  Thirdly, teammates. DO NOT work with friends. Whilst it helped with my social awkwardness and anxiety to work with someone I knew, it can ruin a project and make you too lenient around them. Work with new people and learn what their strengths and weaknesses are when it came to doing parts of the project, so the workload wasn’t overbearing but was still healthy for time management.  Finally, the game. Iterate, iterate, iterate. Do not stick with the one basic idea and keep going with it, create a whole myriad of ideas and design choices. Additionally, iterate the project several times during the timeframe given to allow for proper progress. |

**Asset List:**

From Design:

HUD-Icon-Base.psd

HUD-Icon-Exit.png

HUD-Icon-Exit.psd

HUD-Icon-Pause.png

HUD-Icon-Pause.psd

HUD-Icon-Play.png

HUD-Icon-Play.psd

HUD-Icon-Retry.png

HUD-Icon-Retry.psd

From JPG (Week 2):

Note-001.jpg

Note-002.jpg

Ship-001.jpg

Ship-002.jpg

Ship-003.jpg

Ship-004.jpg

Ship-005.jpg

Ship-006.jpg

From concept art (week 4)

-20180228\_13132.jpg

-20180228\_13140.jpg

-20180228\_13155.jpg

-20180228\_13209.jpg

-20180228\_13218.jpg

-20180228\_13532.jpg

-20180228\_13543.jpg

-20180228\_13552. Jpg

-Rocket concept-001.psd

From Mood Boards:

Mood Board (Collectibles).docx

Mood Board (Enemy character).docx

Mood Board (Forest-Jungle Background).docx

Mood Board (Space Background).docx

Mood Board-(player character).docx)

From PSD (Week 2):

Note-001.psd

Note-002.psd

Ship-001.psd

Ship-002.psd

Ship-003.psd

Ship-004.psd

Ship-005.psd

Ship-006.psd

From JPG group 15:

HUD-Icons.jpg

Note Boiiiiiii.jpg

Phone boiiiiiiiiiiii.jpg

Rocket-001.jpg

Untitled-1.jpg

(apologies for the terrible naming)