**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** | Jack Fuller |
| **PROJECT NAME** | Reactive Blocks Group 18 |
| What do you think went well on the project? | What I think went well, was the progression we made under the circumstances. Even though we only two people left in the group from the beginning of three as well as having a late start, we still have a game to show that not only works, but also includes a title screen and instructions menu etc.  I also believe that our game was straightforward, easy to understand and that the bright colours and the friendly looking characters give a fun and interactive impression. |
| What do you think needed improvement on the project? | What needed improvement on the project was the time management, where we needed to finish our work earlier during the week. As there was only two of us, to get any work done, we had to both be available at the same time. This was a bit difficult as both of us have jobs and other commitments that must be attended too. |
| What do you think of your own contribution to the project? | I think I contributed a lot towards the group project overall, as I oversaw the coding side of the game as well as implementing the game itself. I created the game outline and the different scenes; instructions, prototype. I also made all the code for the game, this involves the different combinations that have been suggested as well as the code for discovering the winner, and what happens after. |
| **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?** | One of the important lessons that I will take away from this experience is not to leave my work last minute. To always do it as soon as possible for two reasons, firstly to not have to worry about the work I’ve been assigned and if I have any questions about the task that has been given, there is enough time to tell my group and get advice on what to do. |