**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** | Ionut Ciobanu |
| **PROJECT NAME** | ReactiveBlocks – Group 18 |
| What do you think went well on the project? | Although the group was consisting of 2 members (one designer and one programmer), we have managed to successfully finish the project by the deadline. Even though the game itself is less polished than other group’s games, it’s functional. I think the communication between me and the other member was quite good, we sticked to the plan and got the work done. |
| What do you think needed improvement on the project? | I think we should’ve definitely met earlier before the last day of each sprint. That way things would’ve went smoother and we could have possibly got more work done. |
| What do you think of your own contribution to the project? | I have been taking design decisions along with Jack for the duration of the project. As for the personal contribution, I have been designing all the game assets such as the characters, blocks and such. I have also helped Jack with the coding whenever possible. I think my overall contribution to the project was decent. |
| **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?** | I should finish my tasks earlier than the day before the sprint ends. Also, I should spend more time focusing on the design decisions, as the game’s functionality right now is questionable. In addition, I found out that getting feedback and iterating is a really important step, leading to a much more polished game. |