**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**.

|  |  |
| --- | --- |
| **STUDENT NAME** | Mircea Lazar |
| **PROJECT NAME** | Duel for the Frozen Fjords |
| What do you think went well on the project? | I managed to design a well balanced game with potential that could have had success with the support of a team in developing it. |
| What do you think needed improvement on the project? | The game suffered a lot due to cut content (as a solo project I would not be able to completely create the required assets to clearly implement the planned features and art style), the team lacking a programmer put me in a position that would require me to sacrifice out of the work hours I could contribute for the rest of the game, just to ensure that in the end I would have a fully playable (if only a bit buggy) game. |
| What do you think of your own contribution to the project? | My contribution was 99% of the team’s work, as I refused to use any assets created by my past team members after the moment of the split. I believe that my contribution was mostly useless as I was not able to implement most of my work into the final product due to code and time limitations |
| **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 main lesson would not be the importance of having a team, but for me it would be the importance of being able to have a team that understands your vision and has the same willingness to work on the project as you do. While I do not regret splitting from my old team, I regret clinging to my work and being too stubborn to join another team, believing I would be a burden for them. |

Produced Assets:

Concept art:

Panda Viking Stage 1.jpg

Panda Viking Stage 2.jpg

Panda Viking Stage 3.jpg

Shield 0 out of 3 hp.jpg

Shield 1 out of 3 hp.jpg

Shield 2 out of 3 hp.jpg

Shield 3 out of 3 hp.jpg

Armory.jpg

Attack P1 Click.jpg

Attack P1.jpg

Attack P2 Click.jpg

Attack P2.jpg

Battleground Bg1.jpg

Battleground Bg2.jpg

Button1.jpg

Button2.jpg

Button3.jpg

Close up Battlefield Concept art.jpg

Defend P1.jpg

Defend P2.jpg

Draw.jpg

Draw2.jpg

Fox Centurion Concept Art.jpg

Horse Viking Concept art.jpg

Main Menu Concept art.jpg

Panda Viking Concept art2.jpg

Pandar Viking Stylized Block.jpg

Pandar Viking Stylized Attack.jpg

Pandar Viking Stylized.jpg

S Vict.jpg

S Victory 2.jpg

Samurai Cast Concept Art.jpg

Spartan cat.jpg

V Vict.jpg

V Victory 2.jpg

(the entirety of the “Moodboards” folder)

Assets for the prototypes:

E-E.png

E-M.png

E-H.png

M-E.png

M-M.png

M-H.png

H-E.png

H-M.png

H-H.png

Attack Sprite 1.png

Attack Sprite 2.png

Attack Sprite 3.png

Attack Sprite 4.png

Defend Sprite 1.png

Defend Sprite 2.png

Defend Sprite 3.png

Defend Sprite 4.png

Player 1 Viking.png

Attack Sprite 1. P2png

Attack Sprite 2 p2.png

Attack Sprite 3 p2.png

Attack Sprite 4 p2.png

Defend Sprite 1 p2 .png

Defend Sprite 2 p2.png

Defend Sprite 3 p2 .png

Defend Sprite 4 p2.png

Player 2 Viking.png

Battlefield Art Prot 1.png

Battlefield Art Prot 2.png

Block Button Prot.png

Button 1 prot. Png

Button 2 prot.png

Draw.png

Duel Scene.png

Main Menu art 2 prot.png

Main menu art prot.png

P1 Victory.png

P2 victory.png

Pendulum1.pnmg

Pendulum2.png

Heavy.png

Med.png

Light.png

Player 2 Morale Concept (Hp Damage 3).png

Player 2 Morale Concept (Hp Damage 2).png

Player 2 Morale Concept (Hp Damage 1).png

Player 2 Morale Concept (Hp).png

Modifier Board.png

Player 2.png

Player 1 WIP.png

Viking Artwork Iteration 2.png

Intro.png

Player 2 WIP.png

The entirety of the folder “Weeks 1&2 Design Sketches”

Audio:

Axe hit Shield x2.wav

Axe hit Shield.wav

Background loop.wav

Horn.wav

Metal Hit.wav.

Sw1.wav.

Sw2.wav.

Sw3.wav.