**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** | Adam Speers (S191345) |
| **PROJECT NAME** | Group 3 – Table for Two |
| What do you think went well on the project? | The initial team brain storming came up with a strong game idea based on a memory mechanic. I did some research into the workings of short term memory and how much a person was likely to be able to remember (phonological loop) and used this to inform our design.    We quickly prototyped some paper-based ideas and settled on a game based on a food theme, as we thought this would be a good fit with the target demographic.  The team worked well together and we all had different strengths, however we used to our advantage to make good use of the time available.  The organization of the GitHub folder structure made uploading and subsequently finding work easier. |
| What do you think needed improvement on the project? | Code development.  The tools used meant that simultaneous editing of the unity project files wasn’t possible without causing code contention issues. There was also an issue that the version of unity being used by different members of the team changed mid project also causing issues. To improve we should in future have much more tightly controlled development time windows. Or preferably make use of tools that allow proper source control so that users can see that the code base is being edited by someone else, and better tools for allowing merge of changes. To improve the versions of all tools to be used should be agreed on and maintained throughout the project.  Timebox planning.  We should have created a clearer timebox plan for each of the sprints with a user story catalogue holding stories that were prioritized and had dependencies on other stories identified to avoid blockers. Any stories that were not developed in a sprint should be identified and go back into the catalog. |
| What do you think of your own contribution to the project? |  |
| **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?** |  |