**PROJECT POSTMORTEM SUBMISSION FRIDAY 4TH MAY 2018**

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| **STUDENT NAME** | Elliot Chester S184745 |
| **PROJECT NAME** | Table for Two – Group 3 |
| What do you think went well on the project? | We were good at sending emails each week, if anybody had a problem they would send an email and it would get resolved by the end of the sprint.  We all knew what work we wanted to do, nobody was ever left with nothing to do. |
| What do you think needed improvement on the project? | Towards the end everybody was distracted by other assignments, this meant that productivity went down a bit. And some features were not added into the game.  There was some uncertainty about how long some tasks would take, meaning that some people would have too long to do a simple task, while others wouldn’t have enough time meaning that a task in one week extended to multiple weeks. This could have been improved by looking at the task in more detail and figuring out how long each portion of it would take |
| What do you think of your own contribution to the project? | As the only programmer and the only team member experienced in Unity, I was responsible for all Unity prototype and final builds as well as project asset structure, importing all assets and creating the game scenes.  I could allocate tasks to my team’s strengths and by discussing tasks in team meetings I could accurately estimate how long each task would take them to complete.  Organised group meetings so we could work through tasks as a team. |
| **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’ve learnt that it’s good to communicate, that way everybody knows what they should be doing always, and everybody knows how the other people in the group are doing.  I’ve learnt that when setting tasks, they should really be broken up into lots of smaller tasks so that we don’t set too much for one week’s tasks  One thing we didn’t do was add all the tasks we thought we may need in the future into the backlog, this would have been good because we would have been able to more accurately set. |

**Asset List**

created the unity project

GameManager.cs

Ingredient.cs

Menuscript.cs

menuScript.cs

RecipeCardScript.cs

GameScene1.unity

EndTimer.anim

IdleTimer.anim

IngredientButton.prefab

IngredientText.prefab