**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** | Lenneth Dayaon |
| **PROJECT NAME** | Group 3 – Table for Two |
| What do you think went well on the project? | There were many things that went well with our project. I think what went well was that all our team members were always present and always made sure that work was done each week. For the majority of the group project, our team was actually very organized. At the start when we received the bandai namco brief, I think we came up with a very nice solution to the group project because we had come up with a cognitive memory game compared to a twitch mechanic game which was the majority of the games in other groups. I think when deciding on what kind of game would be good for the brief, we all had good background knowledge of the demographic and playing casual games. We just had to do a bit of research to find out what the dominating demographic wants in a game. We did a lot of research to make sure that our game fitted the brief and I think the only issue we had at the start was just making the game symmetrical. I think our group was always focused on what the player does in the game; whenever we came up with any ideas, we always made sure that it was an easy interface and wasn’t complicated for the player. I felt like when we were iterating the prototypes, we always made sure that we were aware of our limitations, so we don’t end up over scoping the gameplay. When we did the first pitch and received any feedback for our game, either from other groups or our group team members, we always discussed if we can implement the feedback into our game, but we always used research we did about the demographic to determine whether we should implement the idea or not. I think we did a good job with our research for the game, however, I feel like I would have liked to do more research on what makes casual games so successful. I think our most successful pitch that we presented was the second pitch because we all had a very good understanding of the game, the game was well developed, we all were prepared, we knew exactly what to say in our presentation and we made sure that we answered all the requirements of that pitch. We already knew what emotions we wanted to elicit from the player in early stages. We all had good attendance and communication about attendance as we always emailed about lateness and made sure that the group knew where we were. When the group project got more difficult to handle after Easter we all made sure that as a group we still did our bit despite having to crunch, which wasn’t a very good idea but I think it was essential, so we can make more progress on what needs to be done for our game. |
| What do you think needed improvement on the project? | I think like any group we had a lot of improvements that we could make for the project. I think the most important improvement we could’ve made were making more quick little prototypes of the game and play testing very early on as I feel like we could’ve iterated more ideas at the start and we could start being more consistent with play testing because I think we didn’t do enough play testing to find out if our game was good enough for the brief or would be enjoyable. I think if we had made a general plan of the overall stages of our game and what tasks should be done for the next following weeks, our game would’ve been more developed, and we would have spent the right amount of time on tasks and could have a prioritized list of everything we needed to work on the game and what our main tasks were to focus on. I felt like because we didn’t have a plan for following weeks, we ended up guessing as we didn’t see the big picture of how long we had and what we can do in that time (12 weeks). In our group project, we did over scope on tasks which as a result to not having a prioritized list as we didn’t know what was supposed to come next for our game development. I think we could’ve improved on completing our tasks on Jira before it came to Tuesday by doing more jam work together. However, we had to adapt to everyone’s weekly plans and schedule and that’s what stopped us for jam work. If we did more jam work, we would have our weekly tasks on our sprint completed quicker. I think what needed every week was access to the latest build, so we could do individual play testing talk about it in future meetings. I think at the start, for us designers, when thinking about the theme should’ve had a up to date prototype with place holders so that we could have made more iterations of our themes. We took too long on our theme iterations when we could just use place holders to play test and experiment more with game mechanics. I think we needed better project management on our tasks because we didn’t see the big picture of how the 12 weeks should go. I think we could’ve planned our presentations better by starting it at the start of the sprint and not crunch to the last minute. This would have made it a lot easier for the team on the day of the pitches. I also think we needed better project management when it came to time. For the majority of the project, we did have good time management, there would be days where we could do things on a whim and get away with it but as we got to Easter everything changed. I had to work on a big animation task which I thought would be segmented throughout the following weeks. I completed the sprint for that week at the start of Easter but as the weeks went by, the sprints weren’t renewed, and nothing happened for the whole of Easter. During this, I did panic due to my work load and emailed my project manager twice, both separate times. Firstly, I asked him why the sprint wasn’t renewed, and he had said that no work really gets done during Easter and that I shouldn’t worry. The next time I emailed him was if he can talk to the designers to help me with this animation task because I have less time and deadlines are coming close. I got told that it was unnecessary. I ended up having to crunch on those animations and in the end, they weren’t used in our game because there was no time to implement them. I was really disappointed because it made things so much harder to complete whilst trying to also complete my assignment. Over scoping and time management are the improvements we needed the most. |
| What do you think of your own contribution to the project? | I think I contributed well in the group project and I know there are things that I can improve on, but I feel like I did put a lot of effort and time to make sure that I always did my part for the group. After Easter, my work did falter because the tasks on Jira, during Easter, was at a halt and it broke the routine that I was working with so work can be consistent. It made it difficult to adjust back as I was focused on my assignments which took up a lot of my time, making it more difficult to make time for the group project work. I also had a very over scoped tasks which were the animations and I feel like we as a team could have improved by actually discussing alternatives beforehand.  I think like at the start I should have done more research on cognitive games and what makes them successful. I did a lot of research for the group project and it has allowed me to gain more knowledge of UI and the importance of designing elements in the game to make the interface have better accessibility. E.g. button design  I think I took too long on iterations for the recipes tasks for our game as I was unsure of the task because our group was still indecisive about it.  We needed to make sure we knew what kind of recipes we wanted but the ideas kept changing without any play testing to back up which idea was good, and which wasn’t.  I think my confidence has gone up because of the pitches but I still do not feel confident to be able to present without notes. However, I always made sure to be present for each Pitch and to do my part for the team and that was also the same for group meetings. If we couldn’t meetup in person we would use discord as an alternative so that we kept meeting consistent.  I always made sure to email and communicate to my team just so we can be consistent and at times, I did find myself having to do some project management tasks, like making sure what tasks people can do for the sprints on Jira, just so I knew what stage the game is at, but that only made me know, how far the designers were on their work, compared to the progress of our game. |
| **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 important lessons that I will take away from this experience is:  Don’t over scope. We managed to over scope in the tasks for our game because we didn’t have a plan of how the following weeks should go and we didn’t priorities the big tasks to the smaller tasks.  Plan out the weeks in advance so that we know what tasks need to be done every week and so we can see our progress of the development of our game.  Make sure we jam together next time as I feel like this will benefit everyone as tasks would be completed sooner and we would be more prepared as a group and we wouldn’t need to crunch.  Make a draft game, just use place holders first and make different prototypes to find what suits best.  Plan presentation pitches early so there’s time to practice and make changes because winging it doesn’t help with the development of our game because we will get irrelevant feedback due to our poor planning.  Make sure we make flowcharts of the games screens so that we can see what each screen needs to be worked on and it would make it easier to make a plan for our tasks.  Use place holders at the start always because at the start it’s making sure that the mechanics work and which ideas can be kept and scrapped. If art style should be iterated start that soon too. |