Post-mortem – Group 3 L4/5 - Table for Two

**What do you think went well on the project?**

Firstly, I think that our team was looking confident about the game idea we wanted to work because it fits the brief, easy to play and provides competition towards local players. It was an idea that made us excited for us designers (Me, Lenneth and Adam) and programmer (Elliot, our Project Manager) to work on. In the early stages, the concepts we made were coming and going, all of us discussing what fits and what didn’t, it seemed like the game would go through a lot of trial and judgement in terms of what was relevant (art style, theme and UX design).

Communication was key to letting your teammates know your progress and what you need to know for upcoming meetings or help with a task. Each week, there was emails going around mainly about arranging meeting times and casual updates on work. Although there were hardly any issues about a task that was brought up, it was a good thing because it showed that the tasks given were easy to understand, we all just got on with the tasks with no issue.

Adapting to my peer’s work was something we well in, from our meetings we would discuss all our work and as the weeks went on, we all would eventually make assets all similar in terms of designs therefore being consistent with all our work being same.

In rating my teammates, everyone I believed they all performed well and could not have asked for a better team as we all had our roles and tasks and did well as a group. Lenneth was very committed about the work and put in a lot of effort into the designs for concept art and UX designs if there was an issue regarding something about the game or the group in general, she would be the first to bring it up. Adam was very handy and knowledgeable in terms of game design, his research was very handy in terms of how the game should be played and gave feasible inputs of the design style of our game and Elliot was good team leader, he was our sole programmer and when he provided the prototypes of our game, we were impressed and gave us designers confidences to work and develop on the platform he provided us.

Whenever one of us would come up with an idea to put into the game, we all would consider whether it would be possible for Elliot to put into the game; it’s that we are all considerate of what each of us can do in the group and if it’s feasible to do within the time given to us.

**What do you think needed improvement on the project?**

I think the thing we needed most was motivation in the whole, at the start we liked the idea and were motivated to making this idea work, Elliot didn’t really contribute much in meeting as we would ask him if any ideas we suggested would be ok for Elliot to do in Unity. As a team leader, he didn’t seem involved in the project much rather just getting on with the tasks. At times in meetings, I felt that the designers were taking charge and action about what tasks we should all do in the sprints and basically let all of us think about what task we want to do rather than Elliot telling us what needs to be done, and I think all of us had to find our own motivation to do the task and Elliot had to provide the motivation for us.

Also, after the Easter Holiday, the work flow from all of us was not as much as we all wanted, because we over-scoped on some of the tasks when we started after the holiday and Lenneth was struggling to complete it because she had to deal with other assignments but judging by what she was responding with in the emails, she lost motivation but tried to work on it as best as she could. I felt the same way at a point as I lost my motivation but tried to complete the tasks given despite the fact something has happened in my life.

There was also a lack of response to emails about meetings and potential tasks, Adam had his reasons, but he told us what was happen, so we can understand why but for example a day before a pitch presentation, we wanted to have a meeting, but Elliot didn’t respond or turn up to the meeting but left it till the next day on the pitch presentation to update us on the situation. And there weren’t many tasks given out, this maybe because that he may had other things to do as well as focus on the game itself, but we had hardly any news about progress or update.

In summary the team management could’ve been managed better.

**What do you think of your own contribution to the project?**

I felt that my performance was good as in I did what I was asked to do for the group and provided necessary inputs and designs that would be included in the game. In meetings I would raise questions about my peers suggested and sometimes challenge it. In a way I felt like I was pushing for ideas that I believe would’ve worked best in the game, however I would calm my judgement and ask my peers if they have any more suggestions about the topic in hand.

My work flow I think was good, the tasks given were clear as what the group needed and when we have the meeting to discuss what we all have done, I explained my methods of design and ask if was anything that needed changing or work on something else because either they wanted to work on it or thought it was perfect. In my case I took it upon myself to work on other stuff such as:

* Concept Art
* Main Menu Designs and Pages
* Gameplay screens
* Logo
* Buttons for Gameplay
* Score system and menu

Also, I feel that I was able to act upon feedback both mentally and design work. During the first couple weeks, I was criticized about my work and not letting my team know about my situation on certain tasks by not responding to emails much which was poor on my part in one of the tutorials. Honestly, I felt demotivated but the weeks after I bucked up and I improved my performance in the group and increased my work flow to make up for my bad management of myself working in a team. I responded with the team more with reply to emails on time and brought myself back and got motivated again.

Another act upon feedback came from one of the design tutorials about our gameplay screen and the buttons, after that feedback session, I asked the group if I could work on that and came back to the group with loads of buttons and icons that was an improved version of the original design, this shows my skill of being able to act upon feedback.

**Overview:**

Overall, I think that despite slow burn out at the end, I think we came up with a good game that is playable, and the team was great and fun to work with. The important lessons I’ll take and do next time is be more active in terms of letting people about my progress and acting upon feedback which I think was the important skill I will take from this project as I know that I can do and improve myself to work harder and produce better work that was set by myself or improving on an idea that was already set It was a skill I lacked in before, but I feel I have improved on that and it’s important as designer to improve what you have done before to change or improve on designer whatever I needed to do.

Then there’s trying to stay motivated to complete tasks as we all struggled at the end of the project, next time I need to be more motivated by trying to be enthusiastic about the project and what we can learn develop as designers and programmers, in the end it’s all about what you learn and take from this project only then you can improve yourself on what you can achieve by completing tasks and realising you can do this and that.

Also, I learned how to adapt to other people’s work and designer assets like the other’s work because we all had to design to one theme so it’s important not to continue your own design otherwise it would be inconsistent with the art style we designers we have to design to.

Other than that, I think there anything else I’ve could’ve done differently, I did what I asked of as a designer and provided good input to the game’s overall design. In summary, I think that this project was a success.