**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** | Ben Carter |
| **PROJECT NAME** | Level 4\_5 Group 4 - Spellemental |
| What do you think went well on the project? | We managed to correctly manage our time to be able to have a fully working game as we intended for it to be. I learnt a lot about how fast I can achieve certain tasks so ended up managing to be able to complete our game. Communication between Beth and us was very good to allow us to quickly have art work edited or fixed if there was any problems. |
| What do you think needed improvement on the project? | I feel like we needed to take action on tasks not being completed or up to standard a lot quicker than what we done as it did lead to a few of our art assets being incomplete. I also feel we should have had more backup plans for when Caleb was off ill as this happened often. Understanding each other’s strengths and weaknesses more at the start of the project what have helped a lot as well as there was a lot of tasks Victor and Caleb had to ask me or Beth for help or understanding so better knowledge of that would have helped Beth with setting tasks. |
| What do you think of your own contribution to the project? | I feel I made a good contribution to the group project. Helping out Victor with tasks whenever he needed it as well as managing to add in extras to the game at the end and still finish what we planned and have it all working without any bugs. I feel I could have spent more time in the labs with the team working with Victor on tasks so he had a better understanding of what I was doing and so we could form a proper way of laying out our code that we could both fully understand. |
| **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 have learned to keep close contact with everyone through each stage of the game so they know how all my tasks are going. Understanding each other’s skills helps a lot when it comes to setting tasks or knowing when someone needs help. Uploading each prototype of the game as soon as possible so people have a working version to playtest and gather feedback on so that we can change it based on player feedback rather than just our own. Having a form of structure to code/blueprints becomes extremely important in larger projects especially when working with others to allow for easy readings of your code whenever you upload anything. |