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

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| **STUDENT NAME** | Bethany Cowle |
| **PROJECT NAME** | Level 4\_5 Group 4 - Spellemental |
| What do you think went well on the project? | The group managed to have regular meetings either weekly or more frequently when needed (such as around presentation times). We also managed to produce a game which meets the brief well and nearly all of the tasks which needed to be completed in order to finish the game were done. We also didn’t overscope our game and try to deliver something more complex than was possible in the time we had. We finished the main features of the game a few weeks before the end of the project, with a couple of weeks left for polishing and adding in extra features in order to provide the player with a better experience. For the most part, the team also had fairly good communication with one another, sending regular emails and keeping eachother updated often. |
| What do you think needed improvement on the project? | There was a lot of times where tasks were started late in the week, meaning that the tasks were either left incomplete or were done too late for anyone to give feedback in the team, which I later in the project tried to improve by setting day specific deadlines for tasks to be completed. I thought that this would particularly help with tasks that needed to be completed before other tasks could be started, however even after setting these deadlines and sending multiple reminders, tasks were still left incomplete. A lot of the tasks also seemed rushed with minimal effort put into them, particularly Caleb’s. On the other hand, other times he took too long on small tasks, meaning that I had to set him the same task for a few weeks in a row. I made sure to ask if he needed any help when this happened, and if he did ask for help I would try to be as clear as possible about what was required. There was also times where he would not provide what was needed by the group, even after being asked through email. Attendance was also an issue sometimes in the group, and sometimes no email was sent to explain an absence until after the meeting had finished (this includes before presentations). |
| What do you think of your own contribution to the project? | I think my contibution to the project overall was good. I completed most of my tasks on time, except for the ones that ended up needing more time than I originally predicted, but if this was the case I let the group know. When this was the case, I prioritised the more important tasks, so if the task needed longer but was more important than the rest I would make sure it was done first before the smaller tasks. I also think that I managed the project well, setting up regular meetings and making sure the group kept in contact often. I uploaded meeting minutes for every meeting we had so that if the group wanted to, they could review what was discussed in the meetings. I also did most of the art work for the game and there was also times when I did extra work outside of my tasks when important tasks were not completed by other group members on time and were necessary to be completed that week. This meant that some weeks I did nearly 9 hours of work to ensure that the project would be successful. |
| **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?** | There was a lot of times where group members started their tasks late in the week, meaning that there was little or no time for other group members to look at what they had done and give feedback before the end of the sprint. This meant that if changes needed to be made, these tasks would have to be set again for the next week, when they could’ve used some of the time left for the current week to make the changes. One thing I started doing fairly late into the project in order to solve this problem was setting specific deadlines for tasks to be done. This meant that tasks would have to be done earlier in the week, and if they weren’t, I would ask why in an email. I’ve learned that it is important to keep group members accountable based on the progress of their tasks, and if they weren’t completed near the deadline, I made sure to ask if they needed any help. |

Assets:

* Wizard character sprites (two separate characters)
* Animations for both wizards
* Casting spells (different for each element)
* Idle animation
* Emotions spritesheet for wizards (hurt, sad, laughing, etc)
* Art assets for puzzle tiles (selected and deselected)

-Wind tile

-Fire tile

-Water tile

-Lightning tile

-Heart tile

-Potion tile

-Cross tile

* Animations for each tile disappearing when selected (2 different types of animation for each tile)
* Clear board powerup art asset
* Animations/effects for when big combos are created
* HP bars