**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** | Victor Sicoe |
| **PROJECT NAME** | Level 4\_5 Group 4 - Spellemental |
| What do you think went well on the project? | In my opinion, this group project proved to ultimately be an amazing learning experience. First, I think that communication was key during this project. We all sent regular emails and replied to each other. Whenever someone needed help with one of their tasks, the other group members were happy to oblige, especially in my case; whenever I struggled with something regarding programming, Ben would always try and help me to the best of his ability. When it came to having problems managing my tasks or not being able to do them in time, Beth always offered to help, regardless of what I was struggling with in the project. On top of everything, we managed to deliver a game that fully encompassed what the brief wanted. |
| What do you think needed improvement on the project? | There is only one major flaw that I had with this group project: we were all meant to be a team and, on top of that, we were meant to be mature and responsible enough for our actions. I feel as if Caleb took this exercise too lightly. He only showed up during the first pitch of the game, when it was still just an idea. He did not seem to put a lot of effort into his tasks, as my other colleagues have also pointed out. Most of the time, his tasks were done Monday or Tuesday night and sometimes he simply took too much time (two or even three hours) for tasks that were otherwise simple. I truly believe that these issues could have been easily avoided if Caleb tried to put a semblance of effort in some of his tasks. The only other problem that I have regarding the group project is that, in my own opinion and based on how I felt, some tasks were a bit too complicated for my own understanding. This can be due to me not being proficient in Unreal, so I will pass this as criticism to both myself and the group as a whole – it is important to know the strengths and weaknesses of your fellow teammates before attempting anything. |
| What do you think of your own contribution to the project? | While I can’t say that my contribution to the group project was a game changer (partly due to my inexperience), I can safely say that I tried my best to both learn from my fellow teammates and apply anything that I knew when it came to completing tasks, helping them in return or generally finding a way to make things run smoothly and have everyone be on the same line of thought about our game. I believe that I proved to be a valuable member of the team, mostly because I was always willing to listen, learn and help. |
| **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 are a few things that I wish to take with me for next year, seeing as I will be the manager of a similar team:   * Always make sure to learn of your team’s strengths and weaknesses beforehand, so that you can easily assess the difficulty of the tasks you can assign to them or just how much you need to focus on helping them * Deadlines are important! I will remember to always set a deadline before Monday on most important tasks, so that if some member does not complete their tasks by Monday morning, I know that something might be wrong and that they need help * Group meetings are very important – it is far easier to conceive an idea when you are all talking face-to-face rather than over emails. It is also much easier to help anyone who might struggle with their tasks or any other problems. |