**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** | Daniel Marsh |
| **PROJECT NAME** |  |
| What do you think went well on the project? | Working as part of a team where all the members can communicate ideas freely. Being able to work from a brief and to develop creative ideas that fit the scope of the project. |
| What do you think needed improvement on the project? | There was some confusion as to the constraints of the brief and some of the feedback from tutors was conflicting especially in our early stages of the design process. This caused some minor set backs in the initial production of the game. |
| What do you think of your own contribution to the project? | I believe I have contributed the right amount of work that would have been expected of me over the course of the 12 week project. |
| **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?** | Managing time to do tasks effectively and efficiently.  Rapid prototyping and allow playtesting feedback to influence the design much more earlier on the design process. |