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

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| **STUDENT NAME** | **Fraser King (S182591)** |
| **PROJECT NAME** | **Dillama (Level 4/5 Group 6)** |
| What do you think went well on the project? | Firstly, on a general project efficiency level, I feel that general team communications and management went very well. Each team member could work quickly and effectively, both in a team setting or independently.  Moreover, each member of the team was highly committed and, above all else, consistent. Very few tasks were also delayed or missed by any team member (personally, I am very proud of the fact that I completed every single allocated task on time and to a good standard).  General management tasks from Tom were also incredibly well controlled. Meeting minutes were comprehensive, detailed and clear. Any tasks allocated on JIRA were well explained and, if any grievances appeared, they were dealt with quickly and professionally. In general, Tom was a genuinely brilliant manager and his previous experience in this process was unmeasurably valuable. |
| What do you think needed improvement on the project? | My only major issue with the project was that we didn’t spend enough time in early development, trying to design from emotion. In hindsight, it feels like we picked the least worst idea, rather than the best idea (despite the game technically meeting the brief).  Moreover, this created numerous issues later in development, where numerous playtesters from the target casual audience disliked the core twitch mechanic. Say, for example, we had instead created a memory game, I doubt these same issues would have surfaced.  From a teamwork or management perspective, Tom’s management was so effective that I genuinely cannot find room for improvement. Any group issues were solved quickly and professionally and all members of the team seemed to commit 100% to the project. |
| What do you think of your own contribution to the project? | I am personally very proud of my commitment to the project. Aside from Tom, I was the only member of the group to complete every single allocated task, across all sprints, on JIRA.  Moreover, I also spent personal time outside of the 6-hourly allocated task time researching numerous topics I thought to be of use to the team. A good example of this was seen in week 5 (on the 6th March) where I sent an email explaining some personal research I had undertaken on improving our playtesting methodology.  Furthermore, additional commitment was also made on numerous occasions when building the then latest Android apk – a task I happily volunteered for to give myself more experience with the Unity engine.  Additionally, in regards to communications, in the occasional event that I did incur any unexpected delays in completing my work, I instantaneously informed the group via email. I also feel, on a more general level, that my standard of communications was very good.  Finally, I both attended and fully engaged with all team meetings (both remote and in-person). I also played a pivotal role in the creation and delivery of all 4 game pitches. |
| **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?** | Firstly, from a project management perspective, I learned early on from the process the importance of time management and effective communications. Without frequently informing the team of my tasks’ status both through email and updating JIRA tasks, any other team member’s tasks dependent upon mine would ‘clog up’ and jam the sprint. This lesson was quickly learnt and any tasks creating dependencies were thereafter instantaneously prioritized and, if any issues occurred, all team members were updated as soon as possible.  From a design perspective, as previously alluded to, the importance of the initial design phase cannot be emphasized enough. I have learned to persevere through the process and not settle for the first game that completely fits the brief.  Moreover, the concept of designing from emotion rather than mechanic has been massively reinforced. Later in development, we found that we were arbitrarily ‘poking’ the game with variable adjustments or new mechanics, as opposed to designing the emotional experience we wanted to craft. As a designer, this lesson alone is invaluable.  Lastly, I have learnt the value of working with an amazing team. Without the full support of each of the other members, there were times in development (like the dramatic mid-project redesign) that could have easily caused the project to crash and burn. Not only did we fully work through these issues together, but our game was dramatically better than it otherwise would have been because of it. |