**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**.

## **Asset List:**

JM\_Thai Quack Do (DWA)

JM\_Quackinator (DWA)

JM\_Officer Bill Mallard (DWA)

JM\_Sailor Arm (DWA)

JM\_Box Duck (DWA)

JM\_Arm Punch (DWA)

JM\_Clown Arm (DWA)

JM\_Fighting Duck (DWA)

JM\_Country Moorhen (DWA)

JM\_Background 1 (D)

JM\_Background 2 (D)

JM\_Background 2.1 (D)

JM\_Background 2.2 (D\*)

JM\_Background 3 (D)

Key:- DWA= Duck’s With Arms (Not in use), D=Dillama (Not in use), D\*=Dillama (In Use)

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| **STUDENT NAME** | Jack Elliot Massey |
| **PROJECT NAME** | Dillama |
| What do you think went well on the project? | The fact that we achieved essentially everything we wanted.  What I imagined our game to be originally, from how the project was going, is almost the same as what we had achieved.  We managed to perform the tasks to the best of our abilities and continued to progress until completion. |
| What do you think needed improvement on the project? | I think what could have improved our project ten-fold would have been consistent feedback.  I personally felt that every bit of feedback was contradicting others. I can understand the different viewpoints of the lecturers have in terms of what is important. But these feedback didn’t just conflict with each other’s points, but also themselves. Which created a lot of anxiety in our team through the sheer fact that there was very little continuity among feedback.  Also thinking of how we could have focused on the emotions we wanted to create is a very important thing that would have improved our project. As we had no real emotion that we were focusing on. Schadenfreude was probably the closest thing to an emotion that we were inciting, but it was very mild and almost something that is created in default into competitive games. |
| What do you think of your own contribution to the project? | I feel that I contributed a fair amount to the project.  I do wish that I had more to contribute as I did tend to feel as though I was letting the team down (my own personal feeling) and not really upholding my own end. But in all honesty, for the three designers of the team (me, Daniel and Fraser) we couldn’t contribute any more than just art assets as well as ideas that would improve the player experience (but there wasn’t too much of that I don’t think). |
| **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?** | Thinking of the emotions we want to create the game with first, before we think about mechanics and other gameplay elements.  Also team management, as observing our team leader Tom’s work, I was shown the many layers of complications of what it is to be a team leader that I didn’t really think of.  Time management is also super important as it is the biggest of thorns in University Students and everyone else’s sides. |