**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** | Brad Pablo |
| **PROJECT NAME** | Chop ‘Til You Drop |
| What do you think went well on the project? | Time management and communication were the key components that went well for us.It allowed us to finish the tasks |
| What do you think needed improvement on the project? | More game jams and meetings would have been helpful from the start of the project so we could have come up with different iterations for the game as early as possible. |
| What do you think of your own contribution to the project? | As one of the designers in the group, most of my contributions for the project were the art styles for the logos and screen designs.  George split the work between Katie and I regarding to the designs which made the development very straight-forward and effortless. |
| **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?** | Good communication skills are essential for the team to progress, asking for other’s opinion is always a big help and being always prepared to carry out tasks whilst balancing different module assignments. |