**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** | George Heath-Collins |
| **PROJECT NAME** | Chop ‘til you drop |
| What do you think went well on the project? | The art style that the team developed was nice, and the way we were able to work together during game jams went well. I think that the coding aspect of the game was handled well too.  Being able to break down larger tasks and work through issues was something that didn’t happen at first, but did frequently towards the end of the project. |
| What do you think needed improvement on the project? | Punctuality. There were numerous times where group members were late or they just didn’t show up. The project was hindered at times by this. I also think time management was a factor too. One task would be handed in right at the end of the sprints, meaning that all work that needed to follow it would end up in the backlog. On a few separate occasions I had to let my programmer know that anything left until Wednesday was late.  Utilising feedback was an issue too. We ended up reworking our game towards the end of the project. While we were able to achieve a working product, there are some unaddressed flaws such as a positive feedback loop and the game speed moving far too quickly for the general consumer of the casual market.  I also should have used official comms such as emails more, instead of relying on other methods to get in contact with group members that I needed to chase up. |
| What do you think of your own contribution to the project? | I’m happy with it. For the most part, I assisted in coding and I was able to learn some things from my programmer (such as vibration nodes that some devices can use). I also was able to learn about Unreal Engine’s particle systems which will be useful in future for creating visual feedback for player. Most of the artwork I produced was placeholder assets to be used in engine while Katie and Brad were producing the final ones. I did however design the UI and sweetspot meter. I previously had created the power bar and initial prototype but both of those have been scrapped.  After the first few weeks of having minimal assets in the game, I was able to throw a prototype together which allowed us all to work, building upon it.  Honestly, I think my management could have been better. I should have called more meetings with group members and I should have made use of escalations on a couple of occasions. My time management has improved on this project too. |
| **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?** | Regular emails to prevent confusion and to keep a ‘paper trail’ of all work submitted/committed.  Game jams often help, not only to produce a game quickly, but also as a team building exercise.  I will also rely heavily on user feedback in the future. In this project our initial concept wasn’t working. Instead of fighting that feedback, I should be using it to move the project in a more compelling and appropriate direction.  If I have problems with a piece of work in future, I’ll be asking other team members how best to handle the situation and how to improve. |