**PROJECT POSTMORTEM**

Once you have made your final presentation WE NEED YOU TO SUBMIT THE FOLLOWING COMPONENTS AS EITHER PRINTED HARD COPY, OR ON A CD OR ON A USB.

1. A SINGLE PAGE OF A4 (MAXIMUM) WHICH LISTS THE OVERVIEW OF THE ASSETS YOU HAVE PRODUCED FOR THE TWO PROJECTS, 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 Croucher |
| **PROJECT NAME** | Chop ‘Til You Drop |
| What do you think went well on the project? | There was good cooperation between programmer and designers – the designers knew what assets needed to be made and when adjustments were needed, that was communicated efficiently.  We had a clear and consistent design theme – all the assets are lumberjack themed.  The project has no obvious bugs. |
| What do you think needed improvement on the project? | I was not consistent with finishing my work on time which sometimes put everyone behind. |
| What do you think of your own contribution to the project? | I’m happy with the amount of programming I did for the project, especially given the project was quite simple. I contributed most of the code for the initial prototype and the final version. |
| **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?** | * The importance of sticking to deadlines. Leftover work has a knock-on effect on the next week. * Clear comments are very important. * Jamming in the labs is by far the most effective way to make progress. |