**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**.

|  |  |
| --- | --- |
| **STUDENT NAME** | Charlie Kinglake |
| **PROJECT NAME** | Tappu Sushi |
| What do you think went well on the project? | A risk assessment was undertaken early on into the project which allowed us to rectify any issues that arose with minimal effort.  The team all quickly agreed on theme and were not worried about throwing away ideas that were too ‘grand’.  The team were very capable or producing a high quality and well tested experience and minus a few issues I feel that we worked well together and could easily bounce ideas from one another. |
| What do you think needed improvement on the project? | At times the teams formal communication was lacking. We would often speak about an upcoming meeting or why people couldn’t attend in person so there was no evidence of said conversation.  As managers, we hadn’t had any experience in managing so we had to learn a lot through trial and error which, when it was an error could lead to misunderstandings or tension between members. |
| What do you think of your own contribution to the project? | As a manager I felt that I kept a good lid on the projects scope, this allowed a smooth development cycle.  In design I didn’t have a massive impact overall, I mainly assisted in making sure all ideas were achievable with the teams skills. In the programming side, I had a large contribution to the Game however this isn’t such a good thing from a managers point of view. Michael was the teams programmer and he was left with smaller tasks die to us using Unity, an engine which he isn’t overly familiar with. For this I would like to give praise to him for not ‘kicking up a fuss’ when we switched to an unfamiliar engine and instead being motivated to take the code and learn from it. |
| **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?** | On the management side, I would definitely not take as much of the production tasks into my own hands as I may know how to do it but it is taking away from the learning experience for the first years.  With programming, I have never worked with another person who is also working in a programmer role. This project has taught me a lot about why it is essential to keep code clean and legible for anyone else who will need to read it and possibly learn from it. |