**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** | Michael Davis |
| **PROJECT NAME** | Tappu Sushi (Level 4/5 Group Project) |
| What do you think went well on the project? | Initially we worked well has a team with some issues alone the way, as the project is now ending I think those problems have subsided over time.  We have a working game despite developmental issues which caused team member problems despite this we continued to work in a professional manner throughout the project which should be commended.  The artist for this project Andreea, produced some very high-quality artwork. Unfortunately, I think her skills were left a little untampered, if given more time I think we could have had animated food sprites and some nice effects.  Management of the project was effective in keeping the scope of the project to minimal levels (No Nazi zombies with Jetpacks!), essentially keeping the game within the boundaries and constraints of the mobile hardware and within the constraints of the brief.  Our goal was to create a casual mobile game based on the brief we were given. I think we achieved this by the feedback we were given across a multitude of age demographics in the casual market.  The code for the game has minimal bugs and is generally well written despite the fact it was written by a designer. Charlie is a very competent programmer while also being a good designer. |
| What do you think needed improvement on the project? | More communication between team members, this would have caused less developmental issues which could have easily been resolved by communicating with each other better.  More formal meetings or lack off, by having meetings in the games labs at ad hoc times caused communication issues.  A better understanding of the tools provided e.g. JIRA, GitHub, etc. to avoid developmental issues caused by misunderstanding the proper use of the tools.  More management or better management of the project which would have led to less delays in tasks being completed and a working prototype sooner.  I felt I needed more feedback on my completed tasks i.e. a technical review of the code. Unfortunately, due to the designer heavy team composition I doubt this would have been possible to do by my team manager. I did have one review from a senior lecture, I don’t think this is good enough. I think lectures should be a little bit more proactive in this regard.  I felt this project was a bit too small in scope to require four team members. This project was only completed by two people, with one team member made to feel in my opinion obsolete. The said team members lack of attendance to some sessions sadly contributed to this.  We could have spent more time polishing our game, i.e. adding sounds, animations, effects. To really achieve that AAA mobile marketplace polish we were striving towards, but a lack of development time and development issues caused us to miss this goal which is a real shame. I would have liked to have seen what we could have accomplished together has a team If we had achieved this, it probably would have been a great game to play. |
| What do you think of your own contribution to the project? | My contributions to the project were mostly concerned with making a prototype in the Unreal Engine which was then scrapped half-way through the project, due to a lack of progress. Which I take full responsibility for.  In hindsight using C++ for the Unreal Engine scripting was a bad idea, it meant that I alone could only make code contributions. While a competent programmer such has Charlie could have made contributions using the Blueprint scripting language in Unreal Engine. In the end this lead us to switch game engines and use Unity instead. A game engine I haven’t used in years and had very little experience in coding with Unity’s C# scripting language. My previous experience in Unity was mostly in Unity Script a form of JavaScript, this meant that I could contribute very little to the actual game code. To be honest I was more of a hindrance than an asset in this regard, my lack of technical knowledge in Unity was a primary motivator for the frustrations I felt in this project  I think my contributions were unnecessary for this project. Charlie, my team manager was more than capable of producing the necessary code to complete this project to a satisfactory manner.  For this he should be commended, not penalized. As he is a Designer by experience and not a programmer, I thought he went above and beyond of what was expected of him.  I did make some contributions in regarding to play testing. I tested two demographics outside of our scope the 7+ age group and the 50+ age group. This feedback was well received by the team.  Sadly, I feel like my contributions to this project have been minimal and non-essential. I think that is due in partly to the small scope of the game and the team issues we faced, it just wasn’t going to be possible to have an equal distribution of contributions to the development of the project.  Despite this I felt like I did make some valuable contributions to the project regarding play testing feedback and design. |
| **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?** | Code in language in which at least one other team member is familiar with.  Don’t switch game engines mid-way through development.  Make sure each team member is made to feel like a valuable member of the team despite their strengths or weaknesses.  Be honest with each other, and don’t be afraid to speak your mind.  If you are team manager, manage your team, if you’re a programmer, then code the game, and if you’re designer then design the game. Don’t try and be all three at once or you’ll become overworked and stressed. This also makes the point of sticking to your strengths, find out what your good at and stick to it e.g. if you’re good at user interface design then develop the user interface for the game.  If I was managing my team for the next project. I would make sure to host regular meetings with my teammates, to check up on their task progress and offer any assistance on their tasks if necessary. I would also hold regular code reviews to offer my advice and technical knowledge on how to improve the game code. I would also encourage my teammates to get the most out of them and offer constructive criticism to improve the game quality. Most importantly off all I would trust my teammates, to get their tasks done to a high standard. |