**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**.
3. Asset list: - contributed with multiple ideas for our initial prototype and created sketches for some of them

-once the team settled on one of the ideas, created mockups for our game’s potential theme

-research on similar games and the possible audience for our game

-mood boards on similar games, chosen art style, theme

-created assets for the game (sushi, background, main menu, UI, end screen)

-research on most recognizable Japanese dishes as some players seemed confused and unfamiliar with the game assets; elaborating a survey for it, calculating the results, including the results in an Excel document

-finding sound effects for the game that would show audio negative/positive feedback based on the player’s action

-gathered playtesting feedback during the entire development of the game

- iterated on game mechanics

-iterated on non-intuitive UI

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| **STUDENT NAME** | Andreea Mazarianu |
| **PROJECT NAME** | Tappu Sushi |
| What do you think went well on the project? | The communication within the team was efficient (emails, via Jira’s description task box).  The team was very helpful during the group Jams in the labs, discussing ideas and helping me set up the necessary equipment for work (Cintiq tablets).  The received tasks were given based on my strengths and wants. I enjoyed being the lead artist of the game (besides keeping a designer role), offering me the opportunity of applying some of the design method’s theory in the game.  From our first pitch to our final pitch, the ability of delivering a speech improved in some of our group members. I truly believe that this was a result of trying to keep a positive environment within the team. |
| What do you think needed improvement on the project? | Reliability and attendance. There were too many times in which some of the group members would not show up. While appreciating the given notices about not being able to take part in jams or other group meeting, from a certain point it became repetitive and not believable anymore. |
| What do you think of your own contribution to the project? | I strongly believe that my contribution had an important impact throughout the development of the game. The visuals of the game attracted playtesters and evoked the first emotional response from our audience, most of the times that being squee.  At the beginning my contribution to the project was constant and I was very invested in the game, but as the assignment period came, I could not devote myself 100% to the group project anymore, therefore not being able to fully polish the game. |
| **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?** | Acknowledge everyone’s strong points and weaknesses.  Communication facilitates work- constant communication eliminates confusion.  Research is very important  Group jams bring positive work results and contribute to developing trust among the team members. |