**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** | Jordan Carman – S189148 |
| **PROJECT NAME** | Level 4/5 Group 1 – Time Flipper |
| What do you think went well on the project? | We were able to effectively work despite an having an unreliable group member who, while having good reasons for not attending or doing much work, would leave us in the dark about whether or not they would be attending meetings/presentations and wouldn’t communicate when they were available to do work.  I feel we produced a good product that, despite a few scarcely-occurring but major bugs, was working and fit the brief as best as we were able.  We were able to work through any disagreements and disputes we had and continue to work effectively as a group. |
| What do you think needed improvement on the project? | Our communication could have benefited from some major improvements, especially during the later stages of the project. In the last week or 2 of the project, we would rarely reply to emails. If a member requested a meeting, they would say what time they would like it and members would turn up if they were available or catch up later if they weren’t.  There seemed very little collaboration between group members throughout the project. I didn’t often see much communication between the designers outside of meetings and there was very little pair programming between myself and the other programmer. |
| What do you think of your own contribution to the project? | After the prototype had been built, I did a vast majority of the code for the game, converting from 3D physics to 2D and then building off the framework built by the other programmer.  While this dropped off in the last week of the project, I aimed to devote most of my time working to the project and I made a point to always be able to be contacted, be it via emails or other mediums.  I always participated in design discussions as best as I could, despite not knowing as much about the subject as the rest of the group, to try to give an alternate viewpoint and possibly pitch other ideas that we could try. Often these weren’t as good or as useful as the others’ input but there were occasions where the designers had overlooked something crucial to the game being enjoyable and so I was able to give a beneficial input to the discussion then. |
| **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?** | User Stories:  I will make a point to ensure we have the user stories created before we begin development, so all users are clear as to the experience we are trying to create for players and can tailor our work around that. I feel like my group were still thinking about this quite a way into the project after a lot of work had been done which could have pushed us in a direction we didn’t necessarily want or need to go otherwise.  Scheduling Tasks:  Oftentimes, especially during the later stages of development, one group member would be delayed by another not having a task completed early enough in the sprint, possibly causing that member not to be able to complete their task in that sprint. Either setting deadlines for work within a sprint or ensuring the blocking task is completed the sprint before setting the other task should be able to prevent this problem arising.  Communication:  Communication is crucial and I will try to keep regular communication between group members and encourage group work where appropriate. I know this to be true for programming and I imagine it is to some extent for design as well, an extra set of eyes is often very useful to overcome a challenging task so group work would be able to speed up the completion of tasks.  I also noticed a lack of communication between programmers and designers in my group and I often felt unsure of what the designers were doing, and I imagine they felt the same way about what I was doing. Everyone being on the same page would make everyone feel more confident and understanding about where the project is at.  Jira Tasks:  I noticed that few level 4s knew or felt they should create tasks on Jira. This is something that can be very useful, especially when it comes to logging bugs, as it can be clearly seen by all group members and negates the chance of something important being missed when creating sprints.  Records of Meetings:  There were numerous occasions where group members would have conflicting opinions on whether something had or hadn’t been discussed in a meeting and/or what the outcome of that discussion was. Having records of those, be they recordings or transcriptions, can clear up the confusion as the group can refer to those to be sure what had been discussed and what the outcome of those discussions were. These records may also aid in the unfortunate case that a group member may need to be escalated as they would be able to show who attended a meeting and how much they participated.  Pair Programming:  Difficult tasks can often be made easier by having another programmer assist you. Discussion of the task(s) can often lead to the solution and the other programmer would have their own ways of doing something which may be better suited to what you are attempting to do an could help you get a working method.  Pair programming is far better for groups with multiple programmers than individual work because it reduces the risk of merge conflicts in GitHub as you won’t have multiple group members modifying the same project files at once. |

**Assets I created:**

* All scripts and their modifications beyond what I copied from the prototype project
  + CameraMovement.cs (copied, modified)
  + EraChange.cs (created)
  + EraChange1.cs (created)
  + EraChange2.cs (created)
  + PlatformMovement.cs (copied, modified)
  + PlayerController (copied, very heavily modified)
  + PointCollection.cs (copied, modified)
* All placeholder artwork
  + 3x Power Up (Double Speed, Extra Points, Spawn Obstacle)
  + 3x Points (Low, Medium, High)
  + 3x Platform (Block, Full, Half)
  + Start Point
  + Player
  + Hexagon
  + Square
* All prefabs
  + 3x Power Up (Double Speed, Extra Points, Spawn Obstacle)
  + 3x Points (Low, Medium, High)
  + 2x Platform (Full, Half)
  + 4x Obstacle
  + 14x Platform with Pickups
* The game scene: (excl. camera noise)
  + Player start point
  + UI elements
* All builds
* Created animations from sprites provided by designers