**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** | Alice Baker |
| **PROJECT NAME** | Level 4/5 – Group 1 – Time Flipper |
| What do you think went well on the project? | At the beginning of the project, all members were very eager to start and were looking forward to working together. We communicated very well during meetings and through emails, and we were able to take constructive criticism from the tutors to improve our design. We had some successful game jams in the first half of the project, which helped to get work done in time. This also helped us understand each others work if anyone was stuck. All tasks were completed in the first 4 weeks, also to a good standard.  Although Ken was absent for the majority of the project (due to unforseen circumstances), I thought the team handled this very well and we managed to carry on with work without him. We designed the game with the expectation of having two programmers, so I think Jordan did well to produce as much work as he did. |
| What do you think needed improvement on the project? | Throughout the whole project, there were not enough emails sent within the team. This meant that when I asked the team to organise a meeting, I didn’t know if all team members were available or if they would turn up. Jira tasks were rarely moved in the second half of the project, so it was difficult to tell if work had been completed until we had a meeting to discuss the previous sprint. Emails were not sent (and Jira tasks weren’t moved) to let the team know when work had been completed or if it couldn’t be done. This meant that one members tasks couldn’t be completed until another member had finished theirs.  In the second half of the project, there seemed to be a severe miscommunication between the programmer and designers. The team would have a meeting, agree on certain features and design ideas so the Jira tasks would be produced in accordance with our meeting. Later in the sprint, Jordan would email to say he didn’t agree on a certain feature or that he wasn’t told about something. Dragos and I would remind him that we had a meeting to talk about these issues, but Jordan disagreed. I think in the future, it would be a good idea to voice record meetings so there is hard evidence to support an arguement.  I think that if members needed help they should’ve asked one of the tutors. Dragos often asked Dave for some design advice while working on his tasks during the week which helped us a lot. On the other hand, Jordan rarely asked for help from Chris or Steve in the last half of the project, even though tasks hadn’t been completed because he didn’t know how to fix them. I once tried to set up a meeting with Chris because Jordan was adament that a certain feature wouldn’t work and no one would be able to help. As soon as I told the group we could meet Chris for advice on this issue, Jordan said he didn’t need help and finished this task, which originally he was sure he couldn’t do. I got the impression that after this, Jordan didn’t like that I was taking more control over the project and I later found out from another student that he was spreading rumours about me and Dragos that weren’t true. This made any communication between our group very difficult for the last 3 weeks of the project. |
| What do you think of your own contribution to the project? | I think I’ve been able to manage the team very well, most of the time. I’ve made sure to send emails every week, to ask team members how they were getting on with their tasks. I was always available to answer any questions through email or in meetings. I think other than if an email was sent late in the evening or when I was ill over the Easter break, I was able to reply to emails fairly quickly. I created a design document every week to make sure everyone knew exactly what our goal was – and sent an email when it was uploaded to GitHub. I created meeting minutes every week for team members to refer to.  As well as management, I was able to produce most of the artwork for our game, with many iterations throughout the project.  I was also able to get valuable play testing feedback when a build of the game was available. |
| **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?** | I’ve learnt that even if I made sure to remind team members of certain things and explain why it’s important (e.g. looking at the design document each week), there’s no way to make a team member do something. I know that there’s only so much I can do to help people and shouldn’t be stressed out if they don’t help themselves.  I’ve learnt that even if you think you can trust someone, it’s better to get evidence for everything. I thought that I was clear on tasks and design ideas during our meetings, and team all members told me they were too, but when Jordan went back on his word it would’ve be helpful to have evidence. Emails are a good source of evidence but I think the best way to provide evidence for meetings in person would be to either voice or video record the whole meeting.  If I were to manage a group project again, I would set deadlines for tasks, even if members didn’t abide by them. This would help team members understand that some tasks need to be completed before other members can finish their own tasks. This may also help members become more organised if they’re naturally disorganised themselves.  As we soon became a three person team, it would’ve been good to have a back up plan, so that the game could be polished in enough time. Next time I will try to scope the game idea for less people, incase anyone becomes unavailable during the project. |

**ASSET LIST**

* Concept sketches for the overall art features (penguin, fish, platforms, etc)
* Penguin character artwork
  + 3 sprites for the animation of the old era penguin (mechanical wings)
  + 3 sprites for the animation of the new era penguin (jetpack)
* Platform artwork
  + Small, medium and large sized old era platforms
  + Small, medium and large sized new era platforms
  + Starting platform for old era
  + Starting platform for new era
* Background artwork
  + 2 sprites for the animation of the old era
  + 2 sprites for the animation of the new era
* Iceberg artwork
  + Iceberg obstacle sprite (with and without shadow) for the old era
  + Iceberg obstacle sprite (with and without shadow) for the new era
* Fish artwork
  + Standard colour, standard colour with glow, light colour, and light colour with glow (3 sprites for all four variations) for the old era
  + Standard colour, standard colour with glow, light colour, and light colour with glow (3 sprites for all four variations) for the new era
  + Standard colour fish without shadow or glow for old and new era
* Power-up artwork
  + Iceberg obstacle power-up
  + Fishing net power-up
  + Platform speed power-up
* App icon artwork for the game