**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** | Dragos Dumitru Liche |
| **PROJECT NAME** | Level 4/5 – Group 1 – Time Flipper |
| What do you think went well on the project? | In the beginning, the project started well. Everybody was present and doing the work. We had a few jams and we worked together well. Alice was a great manager who gave us good task times and kept us focused and organized.  Not only we have a product that’s finished and playable, but the game is also looking and working well, aside from a few bugs that were left in because of the lack of time and commitment. |
| What do you think needed improvement on the project? | Communication and commitment. I admit that I haven’t used the mailing as much as I could have, but I did communicate every problem that I encountered to either Alice or one of the tutors. On the other hand, Jordan did not ask for help and we didn’t know if the game was or wasn’t going in the right direction. Furthermore, instead of being told that the demands that I was making were too much, Jordan preferred to say ‘yes’ and talk behind my back, which I consider highly unprofessional behavior. However, I preferred to remain professional and continue communicating so that the game would be a success. |
| What do you think of your own contribution to the project? | As I am not very talented in art, my contribution to the game asset-wise was rather small. However, I have done a lot of research and designed most of the game using techniques learned during Design Methods class, such as using rubber-banding and attempting to use Kishotenketsu, which was left out because of the lack of time, but also did research on my own and learned how to properly balance a game. I contributed to a few of the UI assets and at writing the Instructions menu. |
| **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?** | Definitely to be organized, to do tasks on time and not in the last night of the sprint, and to be professional and communicate with the team so that we could accomplish our common purpose: to make a quality product which we could be proud of. |

**ASSET LIST**

* Concept sketches for platforms
* Penguin character ideas, color schemes and moodboards
* Research on themes
* Research and ideas for powerups
* Research on an ideal title name
* UI, including play button, title and rounds screens
* Instructions Screen