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| **STUDENT NAME** | Dawid Hojka |
| **PROJECT NAME** | Super Sushi Showdown |
| What do you think went well on the project? | I think that overall, our project went very well. As a team, we came up with multiple concepts of what the game could be, based on the brief. Took one of those ideas, and severely iterated it, based on feedback, and eventually turned it into what it is at its final stage. The sprints were completed as expected, and to a high standard. We had at least two meetings during each week, in which we either discussed feedback, future developments and iterations, or continued working on the game. Our communication was good, though it could have been better. |
| What do you think needed improvement on the project? | Despite having good communication, I do think it could have been better. I believe that most of our communication happened at the end of the weekend, rather than having a constant communication across the whole sprint (though I don’t think, that it necessarily hindered the team in any way). There were times were the communication could have been much better, mostly regarding meetings.  Another aspect, that I would consider needs improvement, was the presentations. Despite spending some time practicing the presentation, the result wasn’t often as good as we have hoped for, especially when it came to explaining how our game worked. (I am not saying that the presentations were all bad, it’s just that they could be improved upon.)  I also think that my team have fixated on the twitch-mechanic a bit too fast. Most of the concepts for our game were basically a twitch-based game. I think if we originally have thought of an idea that would fit the brief, but is not a twitch-based game, could stand out more from the games produced by the other teams. We did consider changing the main mechanic of the game, but we decided that it would be best to stay on the course with the current idea, as we already put work into it. I am happy with how the game turned out in the end, though if we actually considered other mechanics, we could have had perhaps a more unique game. |
| What do you think of your own contribution to the project? | In terms of my contribution to the project, I think it was mostly good. I usually finished my tasks on time, and as always tried to complete them to the highest standard as I possibly can. I have made sure that I have attended most of the meetings the team had, though I had to miss some due to unforeseen circumstances. I tried to be active in team discussions, coming up with ideas of how we could improve upon the game.  I would say, that if there was anything I would like to improve in terms of my contribution to the project, it would most likely be communication. I did not have any trouble communicating with my teammates during the project, and as I have mentioned above, our communication was fairly good. I do feel however that my contribution in terms of communication with the team, was not as good as it could have been, and it definitely needs improvement. |
| **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?** | It was definitely useful to have the pitches during the semester. They provided me with both the knowledge of how to design (or at least set up) a presentation that would allow the audience to understand what the game we are pitching, is about. It was also useful to find out how the presentation should look (contrast, 30pt text size minimum, etc.) That knowledge will definitely come in handy, next year, when we will surely do more presentations.  Another thing, that I would take away from this year’s group project, is that, next year, we should thing more outside of the box, in terms of what the game could be (dependent on the brief provided). This year, our team had plenty of ideas of how to take the brief’s requirements and make them into a game, but I think that we fixated on the twitch mechanic too fast, and all of our ideas basically came down to a twitch-based game. Most of the games that I have seen produced this year, are also entirely twitch-based, which makes it hard for our game to stand out. That’s why I think it will be important, to make sure that my future team does not fixate on a single mechanic (unless, that mechanic is already given by the brief). |