**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** | Henry Crofts – S183848 |
| **PROJECT NAME** | Super Sushi Showdown |
| What do you think went well on the project? | The team worked well together with work being completed on time with only a few tasks not being able to be completed within the sprint timeframe. However, these were accompanied by good reasons and only nonessential tasks were not completed.  During the first couple of days of the development cycle the team come up with some good ideas on how the game should look and feel. Although after receiving player and tutor feedback we decided to redesign the game to better fit with the brief and feedback.  Communication was good on the most part with team members updating each other on tasks efficiently to allow any adjustments to tasks to be done with good time.  Game jams were set up for every Monday during the sprint, the reason Monday was chosen was to give the team most of the week to complete their tasks on their own, then on Monday if anything wasn’t completed, was too hard for a team member or any new tasks had become apparent the team could use this time to fix any issues and discuss their tasks. I feel like this worked well and helped me as a manager keep track of what work was completed and what needed to be finished / reassigned. |
| What do you think needed improvement on the project? | Time management could be improved by some members of the team with a lot of tasks not being completed until Tuesday night, this made it quite hard to prepare for the meetings on Wednesday as I was not fully able to prepare without knowing the stage everyone was at. Some tasks were not completed at all with the team failing to complete their playtesting tasks for 3 weeks resulting in playtesting only being completed by myself.  Attendance was very unreliable throughout the development cycle, I was never sure who would turn up except for Dawid Hojka. Samuel McMillan and Ashley Long did not turn up or arrived late a few times only occasionally sending an email within 10minutes of the start of the meeting. Because of attendance being an issue, this affected the overall design outcome of the game, when only a few designers are present and the design of the game changes it’s hard to convey this over email to the rest of the team with Dawid being the most reliable designer his ideas helped shape the game.  Emails could have been sent more frequently, emails were often sent about work tasks being updated but regarding informing the team about attendance emails would be send just before the meeting time or not at all.  I gave the team a lot of freedom throughout the project to allow them to focus on any areas of design they would have liked to improve, bringing me their work and I would let them know if the work was at an acceptable standard. Although I assigned tasks, I assigned them with the end of the project in mind, but also allowed the team to improve their own design techniques. At the time I felt like this was a good idea as I was still able to get the team members to complete their work and made it more enjoyable for them, however this resulted in a few design discrepancies such as the chefs being more of an *Italian pizza chef* rather than sushi chefs. |
| What do you think of your own contribution to the project? | My own contribution to the project consisted of being the Project Manager and a solo programmer. Because of this I was responsible for a large section of the game.  As a manager I had to control the scope of the project making sure that all the designs and ideas for the game were able to be completed within our development time and kept true to the brief.  I had to make sure that my first-year designers were aware of all their tasks, knew how to complete them and were not lost or unsure on what they had to achieve with each sprint. To do this I would send out emails throughout the week asking how they were getting on with their tasks and offering help and support where I am able.  Expanding on keeping track of the first-year tasks I set up Game Jams weekly on a Monday to ensure that tasks were being completed before Wednesday and the team also had a block of two hours where they could ask for support when needed.  I was also required to provide thorough meeting minutes about each meeting, this is so that every member of the team would be able to look through the document if they needed to find anything out about what was spoke about during that meeting, and so a record could be kept of member attendance.  As the solo programmer I also had to be responsible for the development within Unity3D. This meant I had to build the prototype builds and expand on the final project.  I also had to locate and find all bugs that were located either by the team or play testers.  When importing assets into the game I had to make sure that they were compatible with the game in the right dimensions. |
| **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?** | From the group project this year I have learnt that keeping track of other team members tasks is vital to the success of the project, knowing where your team is and making sure that they are completing tasks with good time is very important. If a team member is always completing tasks on a Tuesday before the sprint ends, then do not assign that member a blocker task.  Availability of team members is also important, when are they able to complete tasks and more importantly when are they able to meet. If they are not attending meetings, then they are probably not able to complete more of the tasks assigned to them as they will not understand how they should complete each task to fit with the overall design of the game. Intertwined with members availability is overall time management it is important that people are available, but that they also set aside time to complete all their tasks each week.  It is very important that communication is kept at a good level, if all members of a team are aware of what other members have done / can’t do everyone will have a better view of the project, this way if someone has managed to finish their tasks with extra time, they could inform the manager and could be assigned something else to make sure no time is wasted. It is also important to send emails out about attendance so that the rest of a team can prepare either to take a tutorial session or plan what tasks that team member will be able to achieve, it is also important to let the team know if you will not be able to complete tasks as people will think all tasks have been completed when they haven’t.  I have also learnt that it is important to let the team know of any issues that might have come up during the week that will impair a member’s ability to complete work as someone might be able to help or other arrangements can be made. |