**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

* 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.
* 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** | Cristian-Emil Hanganu |
| **PROJECT NAME** | Windows Bangers / Group 9 / lvl 4 |
| What do you think went well on the project? | I can say that when we were close to the end of the project , only then we started to work as a team , understanding each other and giving our best to actually finish our tasks.  So I feel like we've progressed really well with our game in the end , as we had only a bad prototype which was not meeting the brief and was unplayable. |
| What do you think needed improvement on the project? | When we've done the first pitch we promised different mechanics like "Marking a window with an egg and getting extra points for whoever breaks it" or "Random events so we can boost the score for whoever is lucky to meet the requirement" and so on.  We did not implemented most of it as we ran out of time , and we had to have at least a working game , which in the end we had , but again , not as promised.  We could have these things done , If we would've had more time and If we could work together. |
| What do you think of your own contribution to the project? | My contribution was essential for the project , I've created all the mechanics , from widgets , turn taking , projectile spawner , different booleans , and a shooting function.These are the main things I've done , but not all of them. |
| **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 learned that communication is required if you want to create at least something that you can call a game , and not only that , It can also help you understand where your team is at with the given tasks.  As a Programmer I've learned that getting the job done as fast as possible is important , because you will never know when a bug shows up and it needs fixing. Or maybe you simply need time to understand how to do a certain mechanic and obviously , do it in an efficient way.  Also as a member of a team I learned that doing everything by yourself will only make the project harder for your team , as I did had a problem in the past with the game and I did not asked for help. I thought that I will do it alone and everything will be fine , but I spent so much time overthinking and trying to hard code it , while the answer was really simple and the team leader had the answer.  These are the main Lessons that I've learned , not only as a programmer , but as a future Manager as well. |