**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** | Jayden Murray |
| **PROJECT NAME** | Window Bangers |
| What do you think went well on the project? | Over the course of the project I think a handful of things went well such as my team leader being very supportive of any and all problems I encountered over the course of the project, if I was confused whilst undertaking a task then I could talk to Tom about it and he’d explain to me what exactly he was looking for and if he wasn’t happy with the work I was doing then he would tell me so I could improve upon it. |
| What do you think needed improvement on the project? | I think that in our project we needed to keep up communication between each other and if we were having any problems with tasks then we should have said to each other via email or in person what the problem is, this would’ve allowed us to solve a lot of the problems that we were having in the project a lot sooner and meant that we wouldn’t have been so behind on the development of the game.  I also believe that as a team we could have had better jamming sessions in the labs since whenever we organized a jam or meeting to discuss work there would generally not be a person there meaning that the communication and work was effected, this meant that we didn’t know what was going wrong with certain people’s tasks and why they couldn’t get them done on time.  The use of the online tools such as Jira and GitHub were not used by all members of the team correctly or at all in certain circumstances. This means that very often we didn’t have the most current version of the game since it was on our programmer’s memory stick even after us telling him numerous times to upload it onto GitHub so that we had the most current version to access at our finger tips. |
| What do you think of your own contribution to the project? | I feel as though my contribution to the project was up to expectations and I tried my best to provide my group and myself with the best art assets I could make, since I do not consider myself an artist this was a tough task for me but I tried my best and think that I gave my team the best that I could. My team leader would always tell me if things needed changing and I would try to change them to fit better with the theme of the game or other graphical styles I’d used before.  I do feel as though towards the last week of the project my motivation dropped considerably since our game has been in a poor state in every pitch and I realized we couldn’t fix everything in the last week. |
| **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?** | The lessons that I will take from this project is that whilst working in a team is a necessity to keep up constant and detailed communication on what exactly you are working on and how far you are through the task throughout the sprints, this will allow your team members to know what will and won’t be done for the next sprint and also will give them an idea of if you need help with any of the tasks so they can aid you the best that they can.  I’ve also learnt that it is often better to think more on the player experience you want from the game and how the mechanics of the game can make these experiences happen and make the players feel the wanted emotions. This also means that it’s a better idea to base the game on the wanted player’s emotions instead of trying to force emotions into the game.  I’ve also learnt a couple of lessons about working in a team. One of which being that if a team member isn’t putting enough effort into their tasks that they need to be given less important tasks to do or have the situation be brought to the attention of a higher managerial power in order to see what can be done to rectify the situation since if said person is not doing the work correctly and on time then this creates a backlog of other tasks that cannot be completed leading to a big delay is game development, this can lead to demotivation and the rest of the team falling behind on their work too.  For the next group project I will take all these lessons into consideration and make sure to think about the players emotions before delving into thinking about the actual gameplay. I will also take a more professional stance when it comes to work completion by team mates and if their work hasn’t been completed then I will try to find out why it hasn’t and make a work around for it in order to get the work done as fast as possible, if this issue continues I will escalate the person who is not doing their work.  I will also have my team communicate a lot more to each other in the next group project so that everybody knows the state of the game and also if anybody is having any issues. |

**Asset List:**

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| **File Name:** | **File Type:** | **Has it been implemented:** |
| Egg.png | Image | No (Feature removed) |
| Brick.png | Image | No (Old Version) |
| Brick\_V2.png | Image | Yes |
| Cat\_v1.png | Image | No (Old Version) |
| Cat\_v2.png | Image | Yes |
| Football\_v1.png | Image | No (Old Version) |
| Football\_v2.png | Image | Yes |
| Hammer\_v1.png | Image | No (Old Version) |
| Hammer\_v2.png | Image | Yes |
| Blank\_building.png | Image | No (Used for earlier version) |
| Brick\_item\_display.psd | Photoshop File | No |
| Building\_with\_broken\_windows.png | Image | Yes |
| Full\_Hud.png & Full\_Hud.psd | Image and corresponding photoshop file | No |
| Full\_Hud\_V2.psd & Full\_HUD\_V3.psd | Photoshop File | No |
| Hand.psd | Photoshop File | Yes (corresponding image) |
| All “Powerbar” assets | Image & Photoshop files | No (Feature removed) |
| All “Baseball” assets | Images | No |
| Instruction\_screen.psd & .png | Image and photoshop file | Yes |
| Winning.psd & winning\_P1/P2.png | Images and photoshop file | Yes |
| All window.psd & window.png | Images and photoshop file | Yes |
| Buttons.psd | Photoshop | Yes |
| All instruction\_button.png versions | Image | Yes |
| All mute\_button versions | Image | No |
| All play\_button.png versions | Image | Yes |
| Return.png | Image | Yes |