**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** | Thomas McCarthy |
| **PROJECT NAME** | L4\_5 Group 9 |
| What do you think went well on the project? | Towards the beginning of the project all work was being completed by myself and Jayden. We had art assets to be implemented into the game. |
| What do you think needed improvement on the project? | As the manager I should have had my programmer on a shorter “leash” as work was not being completed and I was given many excuses as to why no work was being completed. I was emailing to ask group members if were any problems, however I received no emails on many occasions stating Crisitian was having problems. I would often find out on the Monday group meeting day that he was struggling.  I was giving the same tasks to Cristians as these were blockers in our project and he was not completing these. The tasks should have been broken down into smaller tasks so then I would of been able to see how much work had been completed, however I was assigning them as 6 hour tasks because he could not complete them when they were 2 hour tasks or 3 hours tasks in the first 3-4 sprints.  As the manager I wanted to try for myself the tasks that Cristian had struggled with. After 20 minutes of research on “Google” I was able to complete the tasks in under 2 hours of working in the labs.  Due to these issues we were very behind in our project and that also caused our group to lose a lot of motivation in making this game.  As a result of Cristian falling behind, I decided to try programming for myself but had a few issues with using his code that he had created on Unreal and then I could not complete one weeks of tasks.  After the many issues me and Jayden decided to escalate Cristian and then after a meeting with Rob and discussing our game state and what we needed to do, we were quite happy to continue working as a group.  The next two sprints after that had been an improvement however most programming tasks were being moved over to the next sprint.  After this we had spoken to a master’s student about risks and contingency plans.  Me and Jayden worked out how much time we had left and how long certain tasks would take to complete. |
| What do you think of your own contribution to the project? | The art I had made was a different art style to Jaydens, so I disliked my art due to this. |
| **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?** | If no communication is taking place from certain members, then I should try to contact them and check up on them rather than just letting them struggle in silence.  Assign smaller tasks that make up one big task, to track the progress accurately. |

Asset List:

Background concept

Background conceptV2

Flat

Flat\_v3

Brick\_no\_background

Cat\_no\_background

Example

Football\_no\_background

Lady\_bending\_over

Old\_man\_swearing\_concept

Power\_bar\_collision

Splattered\_egg\_window\_concept

Programmed both menu screen (Main menu and instructions)

Imported all art assets into the game