**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** | Daniel Pokladek |
| **PROJECT NAME** | Flea For All – Group 12 |
| What do you think went well on the project? | When we have organized the weekly jams, we have found ourselves doing a lot of work that normally wouldn’t have been done. In the small review sessions on Monday/Friday we could get an idea to how much work was being done and if anyone needed any help with any of the tasks. When everyone worked on the project, we have made a lot of progress quickly. |
| What do you think needed improvement on the project? | Often the managers would find that nobody was replaying to the emails, until last minute. When asked if anyone needs help, we would receive replies that everything is fine but on Wednesday meetings we would find that tasks were not done, and they need to be moved back to backlog. This has quickly slowed down the progress of the project; this continued to happen throughout the whole semester. The managers would sometimes forget to set up the Jira tasks, or send the sprint emails too late; this was due to the messy organization of the management of the project as unlike other teams we have had two managers on the same project, a way to improve this would be to have one main manager who sets up the tasks and controls the flow of the project. |
| What do you think of your own contribution to the project? | I think I have contributed a lot to the project, considering only small percentage of my grade is based on the contribution to the project. I personally didn’t want to see the project fail; thus I did my best to aid Daniel (first year programmer) with the tasks. I think the tasks I have set up on Jira (when it was my turn to do it) were very good, they always had a long description to make sure that members knew what they needed to do exactly. Saying that, I feel like I’ve got caught up doing too much programming for the game, and not enough management. |
| **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 need to make sure that all the tasks are being done, constant communication with the team is the key; I found very often in this project that members were struggling with some tasks, but they wouldn’t tell me. Because of that I should have known to ask more about the state of the tasks. Don’t overdo it; we have found that many of the game assets/mechanics had to be scrapped due to the fact we have over-scoped the project, but also, we can’t be afraid to scrap ideas if we think they won’t make it to the final game. |