**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 Smith |
| **PROJECT NAME** | Flea For All |
| What do you think went well on the project? | By the end of the project, we were able to submit a game that mostly fit the brief. Although the shift in art style was not presented to the rest of the group before being implemented, it was mostly consistent. I liked how the camera turned out, with it zooming in through clouds at the start of the game and showing the whole level in between turns. The way the projectiles bounce around the structures is visually interesting, in my opinion, and could have been the base for a less derivative game. |
| What do you think needed improvement on the project? | For the final couple of weeks, I was unable to log into Jira at all, meaning I could not log the hours of work that I had completed.  I went into this project with practically no knowledge of C# and no Unity lecture notes were uploaded from the other module. This meant that adding a feature to the game involved a lot of trial-and-error and searching for the least outdated solution that I could understand. My communication with the rest of the group could have been improved too. I would go for days without sending an email to group members because I was focused on other assignments. Group members not showing up to meetings meant that there was less time for more efficient and productive face-to-face discussion of the project.  The final game, though basically functional, really resembled a beta build more than a finished game. The three major issues with the game were: the block/projectile physics still needed improving because the structures were unable to stand up by themselves and the projectile no longer pushed blocks when it came into contact with them; the game could only be played once as returning to the menu and playing again would show a broken game over screen; and the game had no sound at all. |
| What do you think of your own contribution to the project? | I think my contribution to the project was decent. It could have been improved significantly if I had started the project with the same understanding of Unity that I have now. The camera movement and turn management were two major parts of the game’s code but, even now, I do not believe I would be able to make them functional. Due to my lack of experience, my contributions were sometimes replaced later on in the project because of bugs or a decision to change the feature in some way. |
| **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?** | Regular communication with the team is vital. While I do not believe that we overscoped the project to an impossible level, our communication issues, especially over Easter, slowed progress on the game. Making sure that the whole team is present for the more important meetings (the Wednesday ones, in our case) and presentations would mean that every member gets the feedback they need and programmers do not have to try to explain design choices, for example.  If I were to be a group manager in future, I would ideally pick programmers who were all comfortable in the same game engine. This would reduce the time needed to teach each other, allowing us to make progress on the game sooner. |

brief analysis word.docx

Dan Brief analysis word.docx

RedTriangle.png

RedTriangle.png.meta

PUrple circle.png

PUrple circle.png.meta

CircleObject.prefab

CircleObject.prefab.meta

CubeObject.prefab

CubeObject.prefab.meta

PlankObjectHorizontal.prefab

PlankObjectHorizontal.prefab.meta

TriangleObject.prefab

TriangleObject.prefab.meta

TriangleObjectFlipped.prefab

TriangleObjectFlipped.prefab.meta

testProjectile.prefab

menuScreenTest.unity

NoBounce.physicsMaterial2D

NoBounce.physicsMaterial2D.meta

healthTest.unity

healthTest.unity.meta

menuScreen.unity

menuScreen.unity.meta

alphaScene DanS.unity

alphaScene DanS.unity.meta

BlockBreaking.cs

BlockBreaking.cs.meta

UI.cs

UI.cs.meta

UItestbuild.exe