**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** | Jamie Gostling |
| **PROJECT NAME** | Flea for All |
| What do you think went well on the project? | There was good progress being made on the game initially as we started to build up the mechanics and the design started to form. Another strong part of the project was meeting with the group several times a week in order to discuss topics and issues that needs resolving. All things considered there was a good amount of planning initially. |
| What do you think needed improvement on the project? | The communication amongst all members of the group were inconsistent and sometimes unreliable. There were also other inconsistencies during the project that were related to attendance this source of inconsistency comes from myself but on occasion others also. There were large gaps in the development of the game in terms of planning, task completion and communication in general on meetings or on the status of work. Some of this again was sourced from myself but a large portion of this stems from the other member's of the group. |
| What do you think of your own contribution to the project? | As far as my own contribution goes I put a lot of my focus into creating the necessary resources for the project such as documents of research as well as pitch presentation slides and slide headers. I was also a very active member of the group when it came to communication and contributed an above average count of emails and attendance towards most meetings, (those that I did not attend were under extraordinary circumstances). Whilst my design work could be vastly improved and my creation of assets may have lacked, I ensured that almost every task given to me or set by me for myself was completed in a timely fashion, unless it was not possible to do so. With that I also ensured, that regardless of the state of the task, hours were logged and comments were made on the progress of the task. All of this meant that no matter where I was or when the task was given, my group knew how it was coming along and roughly when it would be done. |
| **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 will take away the importance of setting in-depth and descriptive tasks on JIRA as a manager with accurate time restrictions and manageable task blocks throughout the project. I've learned that consistency across the entire length of the project is vital to the failure and/or success of a project as I've also learnt that you can have a failing game but a successful group project. |

Contributor's List:

Research on the design for material used for the Structures\_.docx

Design for Aiming Mechanics.jpg

Design of Health System (OLD).jpg

Fifth Iteration Design Sketches.jpg

First Iteration Design Sketches.jpg

Fourth Iteration Design Sketches.jpg

Second Iteration Design Sketches.jpg

Third Iteration Design Sketches.jpg

Jamie Group Project Research\_.docx

Main game screen design\_.docx

Research into the games UI design\_.docx

Research on the projectiles based around a fantasy theme\_.docx

menuScreen.unity

test02.unity

tutorialScreen.unity

Group 12 - Minutes for Mettings 16.02.19.docx

Group 12 Minutes for Meeting - 05.03.18.docx

Minutes for Meeting\_ 09.03.18.docx

CFPlantsandFlowers-Regular.ttf

CFPrettyTrees-Regular.ttf

CFTheRockPersonalUse-Regula.ttf

CloudAhead.ttf

Fairytale-Regular.ttf

ScorchedEarthDEMO-KCFonts.otf

VTKS Estilosa.ttf

leaf1.TTF

orange juice 2.0.ttf

Game\_Screen\_Timer\_Frame.png

Main Menu Button Icon.png

Goat Horn.png

Health\_Border.png

Health\_Fill.png