**PROJECT POSTMORTEM SUBMISSION FRIDAY 10TH MAY 2019**

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**.

|  |  |
| --- | --- |
| **STUDENT NAME** | Thomas McCarthy |
| **PROJECT NAME** | DMC “FarmYard Racers” |
| What do you think went well on the project? | The general art style was described by play testers as cute and colourful. This is what we were going for when designing for out target demographic.  The start of development with programming the game, everything was going well, and we had little to no issues and we were working towards a well-polished game that is suitable for the brief given to us by Sumo Digital.  We received great feedback from Rob when presenting the early stage of the game and Rob agreed that we had matched the Sumo Digital Brief, this was very motivating to hear, and this helped with the team’s quality of work and their management. |
| What do you think needed improvement on the project? | The feedback that we received from our presentation was mostly on how we needed to gamify this as it seemed to just look like an interactive quiz.  I had a lot of problems due to the way I had programmed the game. At the start of the development I had issues with the camera in the game scene. So, I decided to create the game as a widget and program within the event graph and level blueprint. I had no issues when making the game during the beginning. Once we started to add our art assets into the game, I then came across the issue that you cannot use flipbook animations in UE4 widgets. I had no idea that this issue would arise when creating the game. Due to the lack of time that was left in the project we decided that we cannot re-create the game and will have to face the fact that we won’t be able to have turning wheels or smoke coming from the tractor. This was entirely my thought and knowing what I know now, I would never had tried to create the game entirely in a widget.  I think we could have been much more active on our discord group chat and if we had any issues that they should have been made known in the chat so we each knew what was happening and what needed doing fix these issues. |
| What do you think of your own contribution to the project? | My contribution was vital, as we had no programmer and due to the experience, I have had with UE4 in the past years and the grades achieved, everyone voted that I was to be the full-time programmer for this project. I was able to use my knowledge I was able to accomplish the main features required for our idea of the game. However, if I did run into some big issues I was able to ask for help from some programmers that were roaming around the computer labs.  Despite some problems that occurred I believe I did contribute a great deal despite being a game designer taking the role of the game’s programmer. |
| **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?** | Our communication during the Easter break was non-existent, and due to this we missed many a big opportunity to work further and create better and more polished product.  I found that working the entire 6 hours of the sprint every week when we are together had a massive impact with productivity and the quality of the work. I think this was because we were able to review each other’s work almost instantly.  This was a great experience as were making a game towards a brief given by a client, |

**Asset List:**

Firefighter game prototype (All scripting)

Racing Game (All scripting W/help from programmers in the computer labs)