**PROJECT POSTMORTEM SUBMISSION FRIDAY**

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 PRODUCT 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 McLaren |
| **PROJECT NAME** | DMC Group Project |
| What do you think went well on the project? | During our project I feel project management went very well. This was due to us meeting every week, once a week to complete a games jam. As a result, forcing us to complete our 6hours worth of tasks in one day, causing our development cycle to be very efficient. This also allowed other group members to help each other out if they were struggling with a task, as we were always together whilst doing tasks.  Also, I feel our team selected a game with mechanics which fit the brief given by our client in a unique way, when compared to other groups games in accordance with the brief. Therefore, as we chose to make an educational based game, it gave us the opportunity to use the design theory and practical skills learnt throughout our university experience to gamify our educational game to both fit the brief and be enjoyable for the player but still educational and meet the needs of the client. |
| What do you think needed improvement on the project? | I feel the main part of the project which needed improvement was getting a wider array of playtesting feedback for our target psychographic. However, we did manage to put the playtesting feedback we got from our target psychographic to use, which allowed us to ultimately gamify our game and push the game through multiple layers of iteration. But in conclusion I would have liked to get a wider set of playtesting, not just getting it from one age range. |
| What do you think of your own contribution to the project? | I feel my contribution to the project was high in both frequency and quality like my group project. Alongside both other members of the project I completed all my tasks on time and worked cooperatively during the project. This I feel was because of the game jams we completed once every week.  I contributed research, design and art assets towards the project, alongside undertaking managerial duties when it was my week on our management cycle. |
| **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?** | With my DMC project I have learnt that in a professional environment not just educational you have to put aside your preferences for a game and deliver what the client wants. Because ultimately the only vison during development which matters is the clients, with you having to ensure that you follow the brief and work alongside your client. Making sure to use you client as a resource, working with them, communicating any issues you feel are occurring or may occur to produce the best end product for the client needs. |

After conversions regarding assets lists, I was told by fellow group members who had spoken to Rob Kurta that it did not need to be included due to how large it would be.