**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**.

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| **STUDENT NAME** | Thomas McCarthy |
| **PROJECT NAME** | L6 Group 2 “Gaia” |
| What do you think went well on the project? | During the early stages of development we were conducting research on our target audience and what games they like to play, what colors are used frequently in the game and what type of reward schedules do they have implemented.  After a few weeks of development, we entered to showcase our game to the public in the Game Anglia Event based in Ipswich, Suffolk. This was a great experience as we received a lot of feedback from players which we then used to iterate the game and ultimately create a better experience for the players. During the end of the event, all the games entered were judged and awards were given out to the winners. We came runners up and were awarded tickets to “The A-Maze” conference held in Berlin.  Personally I found the presentations to be extremely useful with receiving feedback from lecturers because it helped nudge us in the right direction towards a more enjoyable game to play and also a more enjoyable game to work on.  During the final the semester of development we went to the STEM Careers day at Adastral Park BT which had primary school and secondary school students. We attended as we wanted to showcase the later version of our game to receive feedback from our target audience to iterate and modify to provide a unique experience for players. When playtesting we were given so many useful tips to change, this was from either players not understanding due to lack of affordances and tutorials or maybe just player preferences. Using the feedback we changed our User Interface, the way the player interacts and also fixed bugs that we had no idea existed. So overall that was a great experience and we also learnt a lot that day.  Mid-way through the first semester we switched up our task hours from assigning 12 hours from the beginning of the sprint through until Monday. We then tried assigning 4 hours from the Monday-Wednesday and then the remaining 8 hours from Wednesday-Monday. This was because we wanted to complete tasks, and then we could review them as a group in person to give feedback and criticism. If anything needed changing we then had 8 hours remaining to create and assign tasks to finish those assets or iron out those bugs. This type of development was reviewed by Dan Myers and was met with good feedback.  Using Social Media we were able to engage with followers of our work and also build an audience and receive feedback from them. We used Twitter to update our followers on Gaia as Twitter is used by a lot of Indie developers and game studios. The amount of engagements with Gaia was a big boost of confidence with the game as we knew users liked the look of gameplay videos showing new features and what’s to come. |
| What do you think needed improvement on the project? | After going into toy stores and purchasing children’s magazines to find out more about our target audience, we were bombarded with colors, shapes and animals that were a huge help to the iteration of our game we redesigning the appearance of the game. We only wish that we had carried out this method of research very early on during our development of “Gaia”.  When it came to working during the Christmas break Easter break, there was none. This was because we thought that we were in a good place and we wanted to work on other modules for University. I think that we still could have put some hours aside each week to continue with the project, but the communication with the group was little to none.  I also feel that we could of spent more time practicing the presentation to make sure that we nail it every time and we don’t get stuck or freeze when trying to remember the content on each slide. |
| What do you think of your own contribution to the project? | A lot of the assets that I created were not put into the game due the sole reason that they were intended for the development after the academic year. My assets were mostly cosmetic and they would allow the player to customize their slimes and guardian to their liking. These items were to be given out after quests or through in game currency to monetize the game.  I also came up with the number of interactions needed for players to proceed and how long it would take for players to progress with certain events that took place. I was also in charge of achievements in which the player would receive in game currency through interaction and completing quests/tasks. |
| **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 learnt the importance of playtesting with users that have never touched or seen the game before that instance. Especially playtesting with your target audience in large amount so that you can find out what the majority asked for and this means that it is an issue that needs resolving. Also receiving great feedback on work that has already been made it a great confidence boost with development and this helped motivate me to carry on creating assets to a great standard.  When using Discord as a group, we made sure to upload work if we wanted any feedback and then others would review your work and comment either instantaneously or after a few hours. This was a great way to improve the work so that it can be used by others.  Experimenting with the time allocations when assigning sprints was a great way to find out when most work was completed and to find out the optimal strategy to complete work to a great standard and have work reviewed by others.  I found that finding research not just online but going into shops and purchasing comics/ magazines that our target audience is so much more valuable than just looking online as these magazines have been around for decades and they are still selling to this date that means they must know what is successful and what is not. |