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

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| **STUDENT NAME** | George Heath-Collins |
| **PROJECT NAME** | L6 Group 2 “Gaia” |
| What do you think went well on the project? | At the start of the project, when choosing our game, we worked extremely quickly, creating many prototypes with artwork that allowed us to quickly know which game we wanted to go forward with. During this time every team member was working hard to create assets for these 3 prototypes including a physical game prototype that allowed us to work a lot quicker than if we had tried to create a digital version.  The game idea we chose is quite different to the game that we have created now. This is because the team were all good at iterating their ideas based on their own testing and feedback. Much like before choosing a game idea, the project was moving very quickly, each week we had a game that was vastly different purely based on iteration. I believe that this has allowed us to create a much better game than if we had refused to iterate.  I feel that the whole team were able to quickly gain a coherent vision of the game, meaning that our ideas and assets were consistent and agreed upon by the whole team.  I feel that the whole team worked together. We were all comfortable working together and were not afraid to give feedback. There were multiple occasions where members had a gameplay idea or created an asset that other team members did not agree with. From working on other projects in the past I think that this is a very important part of development, because without this, members would start to dislike the game and lose motivation to work on it.  We were able to get a lot of playtesting done for our game at Game Anglia in November and BT science week in March. This allowed us to get feedback at 2 crucial points of our game’s development.  Game Anglia allowed us to test the early stages of the game, this was the first version of the game with the mechanics and artwork that we would have for the rest of the project. From this feedback we would know if the idea we had was enjoyable for our target audience. And we would know what parts of the game we should focus on for the rest of the project. From this playtesting we knew that we needed to change some of the language and art we used in our game to more closely match what our target audience would understand and enjoy.  BT Science week allowed us to test one of the later iterations of the game after we had time to iterate based of feedback from game Anglia and smaller playtesting that we conducted. This was important because it allowed us to show one of the final versions of the game, allowing us to test for bugs, and know if anything that we had made needed to be altered, or if any last features needed to be added. From this we knew that we needed to change the interactions in our game so that they could all be done with taps, rather than dragging, because it was causing confusion. |
| What do you think needed improvement on the project? | We had some problems with motivation at different times during the project. It happened twice, during the winter break and Easter break, a lack of communication meant that we all lost motivation for a few weeks. This did stop as soon as we all came back to university after the break, however it did mean that we lost a lot of time.  We had some troubles throughout the project trying to find fun and purpose in our game. We had a lot of mechanics but no purpose to use them. Eventually we came up with the questing mechanic that we have implemented into the game. However, it did mean that we spent a lot of time iterating the game without a reason to play the game.  Adding onto this, while trying to find a purpose of the game, we kept adding mechanics hoping that it would help get people to want to play, however these didn’t work and wasted some time as we implemented mechanics that really added nothing to the game.  Our final version of the game is quite messy within the engine. The project that we ended with is the same project that we built the early prototypes in. This is ok after being built and on a device, the end user sees no effect. However, it does mean that making changes to the game is quite slow because a lot of the code is setup in a bad way. We had talked about starting the project from scratch, with the iteration we had done and the knowledge we had gained, we could have done this a lot quicker than the first project, however we decided not to do this as we thought it would have wasted a lot of time and effort, in hindsight it would have been a good idea because it would have allowed us to create a more efficient game and have a lot quicker future development. |
| What do you think of your own contribution to the project? | I feel that I was crucial to the early rapid iteration of the project. I made 2 game prototypes within the first week of the project, allowing us to very quickly see which game ideas we might want to choose. After choosing our game, I was quickly making changes to the code and getting builds to the group or showing them, allowing them to try using the game, allowing them to make better design decisions. It also allowed the team to have a coherent view of the project, because we were all able to play the game.  I was the creator of most of the code used throughout the project. Aswell as almost everything used within the engine. This included a lot of systems that I had never attempted before, such as the save system that is able to save almost everything in the game. |
| **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 have learned a lot about creating a game to be used by people. Previously in the past we have had a much more limited time to create the game however with this project there was a lot more time to playtest functionality of the game, allowing me to make changes on the usability of the game aswell as adding features.  I have had more communication and collaboration with this group than I have had with any other project I have worked on. This has allowed me to get a lot more familiar with the design workflow, rather than just focusing on the code.  The experience gained in time management will be extremely useful to me in the future. I will now more accurately be able to predict how long my work will take, aswell as how long others work will take. This is evidenced throughout the project as at the beginning of the project I would consistently over scope during the weekly sprints, sometimes work would take double the time I would assign to it. However, at the end of the project I was making more accurate predictions of how much work I was able to do per hour.  I have gained a lot of experience with rapid prototyping, it really secured in my head that the initial idea is not necessarily how the game will end up. During the first few weeks of the project, the game changed massively, and it really allowed me to practice quickly writing code that is easily adjustable. |