**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** | Gaia Group Project |
| What do you think went well on the project? | First, I would like to mention the management of the whole project. From the very beginning all members of our group thought very hard on who we would like to work with for our final project. The team ended up being formed based around sharing possible game ideas and projecting the scope size of the team we would need. The game we decided on developing required at least two designers to produce the large amounts of modular assets for the game and at least one highly skilled programmer. As a result, our team was formed picking Elliot due to his programming ability and past achievements of winning UOS Global Game Jam previously. Combined with George developing art and aiding Elliot with any extra programming work and myself and Tom mainly focusing on research, design and producing art assets. As our team planned the formation of our group based around our game idea, that is why I feel our project excelled.  Due to our previous experience managing group projects last year. We quickly developed a cycle of managing each week where one group member would manage Minutes and Jira each week. Causing us to get in a routine at the beginning of the project, resulting in high productivity and efficient communication.  Our team was always focused on increasing efficiency in game development, especially because of having to work on multiple other projects at the time. Thus, we decided early on to alter our management system by meeting on a Monday assigning 4hours worth of tasks set for Wednesday and writing meeting minutes. We would then have a meeting on Wednesday discuss how the task went that were set on Monday, set the remaining tasks and carry out a games jam for that day. Resulting in an increase in productivity as it meant we were forced to complete tasks earlier on in the week, which fit around multiple group members who had part time jobs at the weekend.  We took our early prototype to the Games Anglian showcase event in which we allowed members of the public to play, test and give their feedback on our game. This then allowed us to get valuable feedback early in the development of our game from our target psychographic. As a result, allowed us to follow and stick to our planned development cycle and not wonder off course and over scope the project.  Another event we took our game to was to BT`s Adastral Park STEM Careers Day. Likewise, to the Game Anglia showcase we were able to receive playtesting feedback from our target psychographic. However, this event was uber important to the final polish of the game. This was because the event had coach loads of children which were the right age range for our game, which gave us key feedback for our group to create the final polish for our game through the form of a beginner tutorial. |
| What do you think needed improvement on the project? | If I am being completely honest. During this project there was no stand out part of the project which needed improvement. However, there were a few parts of development which our team would have liked to be completed earlier on in the project. For example, we researched children’s magazines which our psychographic would read. This then gave us a collection of phrases, colour palettes, likes and dislikes which would aid in the polishing phase of our game. If we would have done this earlier in development I feel we would have achieved an even higher level of polish for our game.  This was also the same case regarding creating modular art assets. We only started implementing this process half way through our project after meeting with one of our lecturers Dave Pimm. Thus, we wish we had done this process from the very beginning, as it would have made producing and reusing art assets more efficient. |
| What do you think of your own contribution to the project? | I feel my own contribution as both a team member and manager were very high in quality and frequency. Consistently working together alongside other group members to complete work on time every week and produce a game with a high level of polish. I contributed research, design and art assets towards the project, alongside undertaking managerial duties when it was my week on our management cycle.  This project for me and I know is the same for all other group members. We all contributed our very best towards the project implementing every practical and design-based theory knowledge towards the project. This then has allowed the game we have produced to go through multiple iteration cycles and allowed the game to achieve a very high level of polish which none of the group members have achieved before. |
| **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?** | Overall the main lesson I feel all group members and I have learned is that game development requires multiple iteration cycles. Alongside being comfortable with throwing away and re-creating assets that do not fit the target psychographic. Making sure that your own personal preferences don’t get in the way of the development of the game.  Also, that game development is never truly finished no matter what level of polish you have achieved for your game. There is always more you can polish, recreate and update to achieve more polish. For example, with our project we have now learned that were we to start our development again from scratch, with the knowledge we have learnt, we could recreate our game to better suit our target psychographic in a few weeks. |

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.