**-PROJECT POSTMORTEM-**

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| **STUDENT NAME** | Amy Potter, S183169 |
| **PROJECT NAME** | Level 6, Group 1 |
| What do you think went well on the project? | At the beginning of the project, I decided to use this opportunity to experiment with creating assets in Adobe Illustrator, as this was something I had not been able to do before. In the case that I was not producing assets efficiently, I would have reverted to using familiar software such as Photoshop, however I feel that the asset creation process went well, and I was able to transfer my newfound knowledge to other projects.  Following the Christmas period, our tutor had advised us to reconsider the design of our current game. Having been prompted to rethink the design of the project, I took a step back from digital development and focused on iterating the game idea with my teammate, with a primary focus on player onboarding and creating a vertical slice for the game.  At this stage, we also had a meeting with Dave Pimm to assess where we were with the project, the steps we could take to rectify our problems and obtain some recommendations for some existing games to investigate. This allowed us to begin taking steps in a positive direction towards the redesign process.  Overall, I found the process of the redesign highly successful as I put a large amount of effort into researching similar games on the market, making note of the pros and cons for each, so that we could use this to influence our design choices. |
| What do you think needed improvement on the project? | Unfortunately, despite overhauling the tutorial and designing how to introduce the player to our game step-by-step, my teammate was unable to implement the ideas into Unity.  In the very early stages of our project, when we were still a group of four members, I often found myself with solo design tasks, such as paper prototyping, which I personally feel should have been carried out as a group during a studio jam. Having paper prototyped the game, I noticed that there were some problems in the design and since I was working on this by myself, I contacted my team to let them know, before moving on to making changes. The team reassured me that they were willing to review the changes I had made to the game however, when we next met, the project was forked prior to reviewing the proposed changes.  One of the main reasons that was mentioned during the first project fork was that ‘the team could not agree on the design of the game’, and I feel that having to work on iterating the design by myself was a contributing factor to this.  In addition to this, despite having a backlog spreadsheet with tasks displayed in order of priority, I feel that some team members overlooked this and instead worked on tasks that were catered towards the polishing stages of a project, such as animations and particle effects, before we had managed to create a minimum viable product.  Having forked the project, the remaining team members started off strongly, having weekly meetings and incorporating studio jams in order to promote increased productivity. While this initially worked quite well, I eventually found myself struggling to encourage my teammate to complete their tasks and contribute to the meetings. At this point, I also began to notice that tasks had been marked as ‘Done’ although I saw little evidence of this. To try and rectify this, I added a ‘verify’ column to our JIRA board so that myself and my teammate would be forced to review each other’s tasks and discuss their outcomes. By doing this, it began to highlight further problems with the team’s dynamics and unfortunately this led to the project being forked once more.  Ultimately, a lack of communication was the downfall of the project, during both instances of the project forking. Although the project itself was unsuccessful, it allowed me to further develop my skills regarding project management, as well as the iterative design process. |
| What do you think of your own contribution to the project? | I personally feel that my contribution to this project was significant. After the first four weeks of development, the project forked, and so I became the sole designer and undertook all research and asset creation tasks.  In addition to this, throughout the project I ensured that the team had a set of documentation, including a backlog and project risk assessment, to help us stay on track with development.  I felt that I was a reliable team member, completing my tasks to the best of my ability even if this meant that I had to log additional hours. Furthermore, I made sure that I had completed my tasks on time unless I encountered any issues, in which case I notified my group via Discord or Email. |
| **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?** | As with all of my other group projects, I recognise that communication is the key factor to ensuring the success of a project. While it is important to consider people that you get along with and focus on team dynamic, it is far more beneficial to work with people who are enthusiastic about what they are doing and are willing to work collaboratively to solve any problems during the project. In addition to this, I think it is crucial for team members to be flexible and following my experience from working with Group 3, I feel that additional documentation such as availability spreadsheets would have helped our team to work more cohesively together. |