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| **STUDENT NAME** | Amy Potter, S183169 |
| **PROJECT NAME** | L6 Group Project: Ship Happens |
| What do you think went well on the project? | Personally, I found it particularly enjoyable to work with two fellow students who were as equally as enthusiastic towards a project as I was.  Throughout my time in the group, the team maintained a high level of communication, holding multiple meetings during the week and posting frequent updates in the appropriate Discord channels. This enabled the team to work collaboratively for most of the project, providing instant feedback on one another’s tasks and working through any issues together. This process allowed the team to adapt the project appropriately at any given point.  Furthermore, due to the quality of communication between group members, the team were able to audit the project through a set of consistently in-depth meeting minutes, detailing any issues that were encountered during the previous week and using this to reflect upon what could be improved for the upcoming sprint.  At the stage I had joined the project, the team had already conducted several weeks of playtesting, and this standard was maintained all the way through to the end of the project. This enabled the team to carry out a number of iterative cycles, implementing feedback from their target demographic.  In terms of tracking the project, the team combed the JIRA backlog at the beginning of every meeting, resolving any issues in the backlog that had previously been completed. Additionally, over vacation periods, such as Easter, the team kept track of one another’s availability through the use of an Excel spreadsheet, which meant that it was far easier to work around prior commitments and mitigate potential project risks. |
| What do you think needed improvement on the project? | Due to all work being completed as part of studio-jam, the team often forget to update JIRA in real-time. While this had no impact on team efficiency as team members were constantly updated with work capacity, this may appear misleading to project stakeholders.  Since the team initially consisted of just two programmers, they needed to spend first 2 months of development time researching and designing the game, this also meant that the development process was slower than if had a dedicated designer from the start. Because of this, the team had to omit reward schedules from the final product in order to ensure that there was time for polishing.  Despite carrying out a number of playtesting sessions, the team failed to anticipate all of the potential user interactions with game objects, since some users played the game as expected, while some simply tried to break the game. Because of this, the team needed to assign a significant portion of subsequent sprint task time to usability development after having been confident that sufficient progress had already been logged.  Lastly, due to time restrictions based upon the stage at which I joined the group, a lot of the re-designed and optimised assets that I had created did not make it into the final product. |
| What do you think of your own contribution to the project? | Despite joining the group five weeks before the end of development, I still feel as though I have made positive contributions to the team. Since my other team members had already made significant progress in developing the project, I needed to consider how I could aid them in terms of iterating the tutorial and main game level within the limitations that were already in place, taking into consideration the time restrictions.  I also believe that I made significant contributions to the creation of the team’s walkthrough videos, putting together all of the footage that we had gathered collaboratively and editing it so that the videos were of a high standard and flowed correctly. This meant that we would mitigate any risk of stakeholders misunderstanding and misinterpreting the project and its progression. |
| **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 my previous group, I feel that communication plays the most vital role in ensuring the success of a group project. In this case, I feel that the team did well to ensure that they were communicating with each other effectively, but also with stakeholders through the use of highly detailed meeting minutes, as well as Discord chat logs.  Despite only being a part of the group for a short time, I realised the importance of conducting studio jams and the impact that it had on the team’s productivity in comparison to my previous projects. |

Physical Asset List

* Updated 3D Assets: On Deck Objects
  + updated-barrel.FBX
  + updated-bucket.FBX
  + updated-torch.FBX
  + updated-mop.FBX
* Updated Ship Models
  + iteration 1-4
* Hand Drawn UI Icons
  + Located in the following directory: game-project-group-3\Game Assets\UI\Hand Drawn UI
  + Barrel, bucket, mop, torch (2 iterations)
* Tutorial Notes in the following directory: game-project-group-3\TutorialLevelPlans
* Input instructions schemes
  + Located in the following directory: game-project-group-3\Game Assets\UI\Tutorial
  + Control Scheme, iterations 1-10
  + DPad Icon for Ship Hold, iterations 1-3