**PROJECT POSTMORTEM**

***Alice Baker***

***Level6 – Group 5 – “Judgement Day”***

What do you think went well in the project?

Beth and I communicated effectively throughout the project and were able to give each other useful feedback whenever is was needed. We were able to complete the majority of our tasks, especially any that were of higher priority. Some tasks may have been missed but were caught up on in the next sprint is it was still relevant. We were able to organise plenty of playtesting sessions and receive lots of useful feedback to iterate our game to suit our psychographic. Eventually we managed to test out a variety of mechanics to work with our base idea, with enough time to polish our final bidding mechanic and create artwork for all of the assets.

What do you think needed improvement on the project?

I think if we were able to get the artwork finished earlier in the project, we could’ve potential got it professionally printed. After researching into delivery times, we realised that we would’ve needed 2 weeks to safely ensure we would receive our printed game on time, which we didn’t want to risk so late in the project. Although we had a lot of successful playtesting sessions, there were a couple of sessions that were organised a bit late which meant that some people weren’t available. If we organised it more in advance, it would’ve been more likely that everyone would be free and could plan their week around this.

What do you think of your own contribution to the project?

I believe I contributed an equal amount of work to Beth, as we tried to split up the work load as much as possible. During the game jams I was able to put forward new ideas so we could work on them together. I believe I was a very reliable team member, as I would make sure to prioritise my tasks, and move them across on Jira once work was uploaded to GitHub. I would ask Beth for feedback on any work that I did, and accepted her feedback graciously.

Overview

I have found that once again, communication is one of the most important parts of group work. We started off communicating verbally and through emails, but we would usually be working together on the tasks throughout the week so we didn’t think it was worth sending emails anymore. In any other situation, I think regular email communication is very important if working remotely. I think that video calls can also be very useful when you have to explain something that is misunderstood in an email.

Asset list

Contributed ideas for game mechanics

Questions for the cards

Card category names

First iterations of rulesets

Competitor analysis

Board Layouts

Game Board – Concept sketches

Typed up playtest feedback

Prototype prompt cards

Prototype question cards

Prototype player character cards

Prototype voting cards

Prototype liar/truth cards

Prototype betting board

Theme moodboards

Betting board iterations

Betting board sketches

Final Assets –

Artwork – Betting board

Artwork – Character cards

Artwork – Question cards