**PROJECT POSTMORTEM**

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| **STUDENT NAME** | Bethany Cowle |
| **PROJECT NAME** | ‘Judgement Day’ – Level 6 Group 5 |
| What do you think went well on the project? | Alice and I communicated well throughout the project, notifying each other when tasks had been completed and also regularly discussing design ideas. We often updated each other when we were in the process of completing a task asking for opinions and whether anything could be improved or changed. I think that because we communicated so well and were able to express our ideas to each other often, this meant that we shared the same vision for the game and didn’t have any disagreements throughout the project. |
| What do you think needed improvement on the project? | Although we wanted to refine the gameplay before producing the final art assets in order to finalise which assets we would definitely need to keep in the game and also to choose a theme that would fit with the gameplay, it may have been beneficial to get the artwork for the game done sooner because this would have allowed us to get our cards and board professionally printed rather than needing to print the game on card ourselves. We also had some trouble arranging playtesting sessions with the students at university, as although we often asked a few days in advance whether they were available on a particular day, we sometimes found last minute that they were not able to attend the playtesting session which meant that there were a couple of times we were unable to playtest as planned. This could perhaps be prevented by contacting them even sooner in advance and making sure that they were still able to make the playtesting session the day before. |
| What do you think of your own contribution to the project? | Throughout the project, I believe I was a reliable group member. I made sure to communicate regularly and I completed my tasks on time to the best of my ability, sometimes spending extra time on tasks than was set in order to make changes after receiving feedback. I also had a lot of input when it came to discussing the design of the game, mechanics that should be tested and tweaks to the gameplay/ruleset in order to make the gameplay as smooth and understandable as possible. I also believe that when I was given feedback about my tasks, I always made sure to take it into consideration and make any changes that were necessary. In addition to this, if I was unsure about any aspect of the game and needed an idea to be explained to me again in order to clarify, I was not afraid to ask and likewise would often check that we were on the same page and was willing to clarify my ideas as well if I thought there was any uncertainty.  I also think that I was reliable as a group manager, making sure to distribute the tasks evenly and prioritise the more important ones first. I also made sure to check with Alice that she was okay with all of the tasks before setting them and I took minutes and uploaded them on time every other week when it was my turn to take the minutes.  If I had to change one thing about my performance in this group project, it would be that occasionally I would leave tasks until the last couple of days to complete them, which meant that I wasn’t able to gain feedback and make changes before uploading to Github. |
| **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 that regular communication is extremely important, as well as being able to give and receive feedback on work that has been completed. Good communication allows a team to ensure that they have the same vision for the game, which leads to less confusion between team members. It is also useful to clarify parts of the game on a regular basis to ensure that everyone is on the same page and to notify team members when tasks are being completed and when to expect the finished product from the task. |

**Asset List**

Contributed to game mechanics and initial game idea

Market Research

Competitor Analysis

Demographic and psychographic research

Moodboards for concept of game

Moodboards for theme of game

Concept sketches

Questions for the cards

Card category names

Weekly iterations of the rule set

Final rule set

Aided in the production of the final physical assets

First iteration of the design of the cards

Design concept for the final cards

Playtesting Feedback

Contributed theme ideas

Prototype prompt cards

Prototype question cards

Prototype player character cards

Prototype voting cards

Prototype truth/liar cards

Prototype betting board