**PROJECT POSTMORTEM SUBMISSION FRIDAY 10TH MAY 2019**

Once you have made your final presentation and the final walkthrough of your game has been uploaded to Itch.IO 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 GAME 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** | Brad Pablo |
| **PROJECT NAME** | Group 1- Time to Reflect |
| What do you think went well on the project? | The overall evaluation for this group is the cooperation of every single member. Each member had their perspective to what outcome they would want the project to become and were discussed whether to be used or discarded. The quantity of ideas given out to improve the project were effortless, as they were invested into making a game that reflected not only what they wanted to see but also what the other members thought was a good concept. |
| What do you think needed improvement on the project? | The improvement needed for this project was the assigning of tasks between three designers. As one of the managers, I should have allocated different criteria to achieve unique outcomes. There were times where the tasks were given to multiple people and would start a debate among the members which assets to use. This pattern denied the designing of assets to progress in the direction we all wanted to develop. |
| What do you think of your own contribution to the project?  Reflect on the quantity and quality of your work. Whether you were reliable as a team member, your general behaviour, whether you were proactive in spotting problems. These are the key qualities of a professional. | One of the best qualities this team had was the ability to accept feedback. Reflecting from the last year’s group project where everyone over-scoped, before starting this years’ project, I suggested to keep the mechanics and designing to a standard. This allowed us to develop a game to work and improve on.  Such where we had a discussion on what genre and theme to implement in our game. Everyone had proposed amazing concepts, but I expressed to keep it to a manageable level where we could all work with and refine instead. There professionalism allowed us to create a game that we are pleased to submit. |
| **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?** | The important lessons I would bring with me for the next group project are the ability to communicate between team members and to always accept and learn from feedback. |

**Asset List**