**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** | Giles Margerum |
| **PROJECT NAME** | Time To Reflect |
| What do you think went well on the project? | When present at group meetings the team communicated effectively and tasks were assigned in an easy and logical manner. When discussing how we would respond to the brief everyone’s voices were heard equally and any feed back or changes to the game were discussed by all present members of the team. During development we adjusted our scope and despite losing a team member towards the end had still allocated time and jobs well enough to deliver on our MVP promised in our presentation weeks prior. |
| What do you think needed improvement on the project? | Often members of the team weren’t present at team meetings and didn’t give notice as to why. Certainly, I would like to improve non-face to face communication and punctuality. I feel the team could have improved at responding to feedback. After our first presentation we were given feedback that our game had drifted from the original brief. Though the team acknowledged this feedback, very little change happened because of it. Certainly, I would like to allocate more time for playtesting in the future as we were only able to play test our game for a very limited time and didn’t get enough information to action any changes to improve the experience. |
| 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. | I believe I acted in a professional manner though I could have done more. I was present for every meeting and acted in a professional manner which I felt helped the team to communicate with me and each other more effectively. My work quality was average as I was moistly tasked with sprite generation and creating animations, a role I had to learn as I went but through the weeks I feel my output improved in quality and the team reflected that. I would reliably complete my tasks and uploaded any assets that were asked of me.  When discussing changes to the game or addition of more mechanics I stayed focused on the brief and our initial response to it in the hope that we would not deviate from it. |
| **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 most important lesson I have learned from this experience is that communication and reliability are so key to the success of a team and the quality of their output. I was aware of this to some extent to begin with but experiencing its effects first hand has thrown its importance into sharp relief. I will be ensuring that my team communicates well and delivers on their assigned tasks in any future group project. Additionally, I will attempt to ensure that team members are happy with their allotted tasks and if they aren’t find out why and work to remedy it. |

**Asset List**

* Unlockable player mechanics document
* 3 player mood boards
* 3 aesthetic mood boards
* 2 project brief responses
* Alarm Light animation
* Projectile animation
* Enemy Robot Sprite
* 6 Character sprites
* Character death animation
* Door exit animation
* Character running animation
* Drone enemy sprite
* Shield sprite
* Turret sprite
* Turret base sprite