**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** | Nick Bowen |
| **PROJECT NAME** | Time To Reflect |
| What do you think went well on the project? | We got a functional version of the game; it can be played from start to finish with little-to-no issues or bugs.  The shield mechanics feel intuitive with the joystick controlling the shield direction, making it responsive and simplistic.  Level transitions are instant, allowing for uninterrupted gameplay, improving immersion.  Character designs are simplistic, with smooth animations, and the map design helps make enemies and the player character appear higher on the visual hierarchy due to the level of contrast.  The coding is easily understandable, with plenty of variables for easy in-game-engine alteration of various systems, allowing easy iteration.  The levels constantly increase in difficulty, slowly introducing new mechanics and involving them in increasingly difficult challenges to train the player.  The death animation gives feedback to the player that they died, and the instant respawn helps keep flow unbroken.  The enemy behavior, and enemy types, help add variety to later levels, and perform simplistic tasks to help the player comprehend how to get past.  The main menu is aesthetically pleasing and functionally working.  The tile map helped make levels easy and faster to create, while keeping them varied enough.  The game invokes the desired emotions: Frustration, feiro and relief, though its use of difficult obstacles and situations, although some got frustrated and would give up too easily, rather than continuing to try. During meet ups with other team members, we could all easily voice our opinions and ideas, to work and improve on them. |
| What do you think needed improvement on the project? | The design to have the game run with an x-box controller only was probably a mistake, as it limited our iteration ability, and accessibility to possible markets. Adding in a PC and Playstation control scheme would have helped.  The gameplay can feel lacking throughout, possibly due to the tile sizes making the map too large, a large usage of basic enemies, level design feeling bland or other unknown factors. Iteration and suggestions from playtesters could have helped to find and solve these issues.  Aspects of player feedback could have been improved, as sometimes players can be confused before realizing they’ve been frozen due to the dying animation.  Having shorter iterations would have helped, as most work could be completed in a few days, although work was often completed last minute. It would be more effective to run multiple sprints per week.  Redesigning or altering the tile map to properly align would be nice. |
| 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 consistently completed work on time. I believe that my contributions were necessary for the project to progress, although looking back I feel as if the work I was given was often easier to complete compared to my teammates.  The tile map sets I created had issues, since the lines in the middle of the tiles were not centered, so that rotating and trying to connect the tiles often led to tiles that wouldn’t line up properly when making certain connections. I believe I was reliable to complete any tasks I was set, and would often voice my opinions on the design.  No team members were ever offensive or rude to other members; the team got along well and communicated effectively. Chat was informal, creating a more approachable environment. |
| **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 believe I’ve learned how to properly communicate with a team, to improve upon each other’s ideas and teamwork. I’ve learned how to be a part of a team, using iterative development cycle, For unity I learned how to create and use tile maps in unity, sprite rotation and UI.  I learned to be consistent on meeting times, and to inform my team if I’m late or unavailable. I learned to organize my work loads, to make sure they’re always done on time, and to inform my team of errors.  I’ve learned that anything can happen, even things you wouldn’t even imagine happening.  The need to push yourself into taking more work, and not to underestimate yourself, as it is detrimental to the project.  Finally I found that the solution you first come to, and seems manageable, often turns out to be the same as someone else. |

**Asset List**

All following assets were implemented into the final game.

**Tile Map:** Brick\_Wall\_01, Brick\_Wall\_03, Prison\_Door\_Closed, Prison\_Door\_Open, Cell\_Daylight, Cell\_Nighttime, Lined\_Wal, Lined\_Wall\_Corner, Lined\_Wall\_Straight, Lined\_Wall\_Up, DarkOrange\_# 1 to 9, DarkRed\_# 1 to 9, LightOrange\_# 1 to 21, LightYellow\_# 1 to 21.

**Animation:** Jump\_frame\_# 1 to 7.

All following assets were not implemented into the final game.

**Sounds:**

“Explosion 2” by fridobeck on June 15th, 2013. Available on freesound.org. Acquired on the 13th of March 2019.

<https://freesound.org/people/fridobeck/sounds/191692/>

“Explosion” by Iwiploppenisse on May 20th, 2012. Made using “Grenade” by Ljudmann, “Glasshouse” by Themfish and “Cinematicboomnorm” by HebertBoland. All available on freesound.org. Acquired on the 13th of March 2019.

<https://freesound.org/people/Iwiploppenisse/sounds/156031/>

GRENADE: "Made" By Ljudmann, April 3rd 2007: <http://freesound.org/people/ljudman/sounds/33245/>

GLASSHOUSE: "Made" By Themfish, April 30th 2007: <http://freesound.org/people/themfish/sounds/34202/>

CINEMATICBOOMNORM: Made by HerbertBoland, April 12th 2007: <http://freesound.org/people/HerbertBoland/sounds/33637/> (Non-commercial use only)

“Drill.wav” by LuannWepener on October 26th, 2015. Available on freesound.org. Acquired on the 13th of March 2019.

<https://freesound.org/people/LuannWepener/sounds/326102/>

“RETRO\_PEW\_SHOT\_01.wav” by MATTIX on February 10th, 2019. Available on freesound.org. Acquired on the 13th of March 2019.

<https://freesound.org/people/MATTIX/sounds/459145/>

Laser/Blaster Pews and Rikochets >> “Classic Laser Pew” by SeanSecret on September 17th, 2018. Available on freesound.org. Acquired on the 13th of March 2019.

<https://freesound.org/people/SeanSecret/sounds/440661/>

“Explosion\_01.wav” by tommccann on May 4th, 2014. Available on freesound.org. Acquired on the 13th of March 2019. <https://freesound.org/people/tommccann/sounds/235968/>

**Tile Map:** Blue\_Light.png, Brick\_Wall\_02, Red\_Light\_01, Red\_Light\_02, Smooth\_Tiles, Metal\_Panels.