**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** | Will Pritchatt |
| **PROJECT NAME** | Flat 13 |
| What do you think went well on the project? | Having a clear mindset for the project and its direction in order to spend time appropriately. |
| What do you think needed improvement on the project? | We tried to salvage parts that didn’t work and we should have focused on making requirements function |
| 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 think I made a large contribution to the project as I put a lot of work into the code of the project and into making the AI function via the implementation of behavior trees.  I arrived to lectures on time and informed my team if I would be late. I kept up with my work but sometimes fell behind if an issue was harder to solve than originally expected.  Problems were identified when they arose, some could be solved quickly and only too a few minutes where as others couldn’t be solver quickly and took up a few hours. |
| **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 Unreal 4 documents are very underdeveloped for explaining what individual nodes do.  Designers really like using the word “Fiero” without explaining what that actually is.  Everyone needs tasks to do and to be aware of time to do the project in order to avoid over-scoping. |

**Asset List**

The Source Code