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| **STUDENT NAME** | James Macleanan |
| **PROJECT NAME** | Flat 13 |
| What do you think went well on the project? | The team were always consistently motivated in their work which enabled us to come very close to completing the game. The reason this is still a good thing despite being incomplete, is because we lost a member but still managed the project well adjusting tasks so we didn’t over scope. If we had one more week we would have included all the final details in the last level and polished the game to a much more efficient standard. However, are game being horror based so the fact that strange glitches would happen actually aided us in freaking out players.  Our games aim was to create fear through anticipation of what would happen in the uncanny environment we crated. We aimed to do this through the use of long corridors, a soundtrack that makes the player uneasy and randomly queued in sound files used to form paranoia. During our playtesting players were defiantly emitting fear through their own anticipation of what would happen and where and when the AI would appear. So our aim was clearly achieved and we got the emotions we wanted.  We also saved time in creating assets by using packs that are listed below. |
| What do you think needed improvement on the project? | A lot of the communication would only happen on Wednesday and Tuesday night over email or eventually discord. This did cause gaps in work throughout the project and delayed certain tasks quite often. Although everything was completed eventually. |
| 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 behavior, whether you were proactive in spotting problems. These are the key qualities of a professional. | I always showed up either early or on time to prepare for the Game jam. Most of my tasks where set to managing the group and setting up Jira and visual representations of our communication. I would always do this in the Jam and would help out my fellow team members with any issues they were having during that time, and also after that time using external communications. Most of the design research was done by me as I not only wanted to manage the tasks but the scope and vision of the project.  Wherever I could I got involved in the production where I created the level setting, having my team pitch in where appropriate. Rather than make assets I helped Will program the game in areas I was confident with, while also testing myself to program new mechanics. I would always go to communicate with my team updating them around my progress on certain tasks that linked into theirs, and evaluated their work trying to spot and fix any missed errors that may have occurred.  Overall my quality of work was extremely efficient, I defiantly put a lot of hours into the project and backed everything I did with research which contributed to the game we created and the emotions we achieved to exhibit from our players. |
| **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?** | Looking up new research material throughout the project can really produce fantastic results. |

**Created Asset List**

Bucket.fbx

AirVent.fbx

Floorplan level in unreal (majority was my work on the build)

Meeting minutes

Jira sprints

Outlook upload recordings

External communication recordings

Programed mechanics in unreal (animations, event conditions)

**Purchased Asset list**

Ai + animations (from Mixamo)

Survival kitchen pack (Unreal marketplace)

Infinity blade effects pack (Unreal marketplace)

Animal variety pack (Unreal marketplace)

Mega music collection (Unreal marketplace)

Photorealistic plants (Unreal marketplace)

Dining sets (Unreal marketplace)