**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** | Jayden Murray |
| **PROJECT NAME** | Freedom Grapple |
| What do you think went well on the project? | I think that most of the group would complete their tasks to a high standard and would complete it on time. Also as a team we all worked well together to solve any problems that arose in the project, Tate and Loucas knew enough about Unity and code that they could help out Denis if he ever needed advice or felt like he needed help to complete a task. |
| What do you think needed improvement on the project? | I think overall the team could have done with some better communication, I would ask the team in a Discord chat if their tasks were going okay and I would often get replies that said the tasks were going fine and there were no problems yet when it came to the Wednesday meetings/sprints there would still be tasks left to do or tasks that had not been logged and moved over in Jira correctly; this would lead to the next weeks sprint having previous tasks that were not logged as completed put onto it even though the tasks were in fact complete and therefore making it look as though the group had done less hours of tasks than they had in reality. Even though we managed to fix this in Sprint 7, this small issue could have easily been fixed if the group had spoken to me if they were confused by Jira’s task logging system. There were also some members of the team that would consistently leave at least one task not completed on an almost weekly basis, this would cause the rest of the team to have to either pick up on what that person hasn’t done or continue with development of the game and hope that the person would get their tasks done by the next week. |
| 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. | Even though I didn’t contribute any assets to the game I believe that as the manager of the team I did a professional job and did what was best for my team. From day one I decided that even though my idea might have fit the brief better I would go for a different game idea that the rest of the team were happier working on after I asked them what game they would prefer since it would boost morale and work ethic for them to get the choice on what they spend their time creating.  I also believe that as a manager and team member I was reliable and could take over any design related tasks if the rest of the team could not finish them.  From seeing that our programmer was struggling to get our grappling mechanic to work I decided to get the 3rd years “Tom Gibbs” and “Henry Crofts” involved in order to help the team create this core mechanic of the game. |
| **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 think the biggest lesson that I will be taken from this year is that even though my team might prefer a different idea to one that is more in scope and closer to fitting the brief, it’s not always a good idea to follow them. Just because they’re more enthusiastic about a project does not mean that it makes it more in scope and that your team members will be able to complete it within the timeframe.  From leaving this group project I am also made aware that I need to double check my team member’s skill sets and plan a game accordingly since the game that we made for this project was fine for the designers as they were doing research and artwork, the programming side of the project was really struggling to get the main mechanic to work.  Overall I think this project has taught me some useful lessons to keep in mine, especially when it comes to my 3rd year group project and I will certainly take these lessons forward with me. |

**Asset List:**

No Assets created.