**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** | Denis Remo |
| **PROJECT NAME** | Freedom Grapple |
| What do you think went well on the project? | The process of making the game went well, because every member knew what he had to do, but it did not limit him to help the rest as best as he could. |
| What do you think needed improvement on the project? | For me, the only thing it needs improvement the coordination between the programmer and the designers, because of our different expertise, we did not know how long it takes to do specific assets. For example, I could not test the scripts without proper sprites and the designers could not make the level design without knowing the script’s reaction on different sprites. |
| 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. | As the programmer of the team, I contributed with the script for the game. In most of the script I used simple mechanics, but the script that I am proud of is the grappling gun script. That script has the main mechanic of the game, the same mechanic that changes the genre in which my group’s game is part of, the platformers, by changing the jumping mechanic with the grappling mechanic. During the group project, I helped the designers as best as I could with ideas and small adjustments to the sprites used in the game and I was not shy in asking my teammates for suggestions and ideas in how to program the script. |
| **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?** | For me, as a programmer, from this group project I learned that it is easier to make a game if you have designers alongside you and a game may look good, but if the mechanics does not work, the game is useless. |

**Asset List**

* The game’s scripts