**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** | Tate Morgan |
| **PROJECT NAME** | Freedom Grapple |
| What do you think went well on the project? | what went well was that we had a functioning game with an ending by the end of the project and we made it using our own art assets. Furthermore, we got a working mechanic implemented that adheres to what the brief wanted which is to remove and replace a key mechanic of a genre, for us we removed jump from platformers and replaced it with a grapple mechanic. |
| What do you think needed improvement on the project? | knowing each other strengths and weakness would have improved the project as we could of planned more accordingly, keep in pace with each other and help each other more if needed. |
| 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’ve contributed a lot for this project, doing the task set for the sprint and helping with other tasks, even if they were not areas, I was familiar in. for example I helped fix the first level during a 3 hour workshop where the main grapple mechanic wouldn’t work on the level due to the size the sprites not working with the joints. The original plan to solve this was to redo the whole first level but I helped think of and add a work-around using lots of joints to get the map to work without having to redo all of it.  I also helped set up the menu despite not knowing scripting well. I did this using what I had learned from the unity game assignment at the beginning of the course.  Overall I would say I was reliable as I was communicating in discord with project members, wherever it was in the group chat or in direct messages, and I made sure my manager knew about me being late the time I couldn’t get in in-time. |
| **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?** | Making sure you are transparent with your team, about what your strengths and weaknesses are so they team can plan what to do better. But also making sure to try and help on a task even if it isn’t your strength as you can still be very useful to the team.  Don’t have the mindset of just because it isn’t my task doesn’t mean I shouldn’t assist if someone needs help. |

**Asset List**

**Ground Tile sets for the levels**

**Player sprites and enemy sprites**

**enemy and player animated sprite sheets**

**concept for planned 3rd level**

**some of the miscellaneous sprites to be added into the background**

**Background sprites and setting them up**

**HUD sprites**

**Setting up Menu scene and cut level select screen**

**Setting up 2nd level**

**Enemy detection sprite and particle**

**Cut drone enemy with animation clip**