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| **STUDENT NAME** | Jamie Owers |
| **PROJECT NAME** | Slingshot spirits (Group 14) |
| What do you think went well on the project? | I want to start off by saying, I’m happy we made a game. We have a game where the player can click and drag the character with the left mouse button and when the player lets go, force is added to the character. What made this project so good was the reliability of everyone in the team, everyone showed up to the sessions when they could and when they couldn’t, I was told why. Throughout this whole project, not one failed to complete their tasks, this meant that we were working at a constant pace throughout the whole project. |
| What do you think needed improvement on the project? | The first thing that needs improving is my management. I forgot to do weekly meeting minutes one week and when handing out tasks, I should have managed how long it takes to do each task better. Half way through the project we all had a talk with Rob and saw how much time each person has put into the project and everyone in my group was below the expected time. This was not because my group was lazy, this was because I would ask my group how long it would take for them to do a task and I would set that as their time. This was fine in the first couple weeks but after that I should be evaluating each person’s work ethic and adjusting the time accordingly and I didn’t do that until after the talk with Rob.  As a group we should have started playtesting a lot sooner. If we play tested sooner, we would have had a much more enjoyable game. Some of the player feedback we got was that our game was boring and repetitive with just clicking and dragging. If we play tested sooner, we could have got this feedback sooner and we would have had a lot more time to act on this feedback.  Enthusiasm did drop halfway through the project and just after Easter. Managing this was hard, I saw individuals leave their tasks until the last minute to complete. I noted this in my meeting minutes and all tasks were completed on time throughout the project, but I saw not everyone was passionate about this project. It didn’t help that halfway through the project we started talking about other themes for our game. People in the group ended up wanting to change the theme completely. This comes back round to my management but trying to keep people happy & passionate whilst trying to make a game suitable to the brief and our target market audience was hard, but I think I will have more control over this next time. |
| 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 overlooked the project and stepped in to do art work when my designers fell behind. At the beginning of the project I expected at least 1 of my group members to drop out, I planned to take up that members role, so we could carry on working at a constant pace throughout the whole project. Fortunately, I never had to do this because all my group members came in every week. My job role was to walk them through step by step what we needed to do. As I am a second-year games designer, I was more helpful to the first-year designers by showing them relevant design theory and pointing them in the right direction. I showed them exactly what I wanted and didn’t want, and they polished up what was needed. I helped the programmer by not overwhelming him, I understand it can be difficult with 3 designers in a group, all wanting to submit their ideas forward. I controlled those ideas, making sure that the game was simple and easy to build. I knew if we made a simple game, we could easily build on it later if we had time. I broke down big tasks into loads of little tasks, so the programmer didn’t get overwhelmed or frustrated by spending hours on just one task.  I kept people motivated throughout the whole project. I understood the importance of an intrinsic workplace environment and wanted to achieve that for this project. I allowed my group to pick the mechanic and theme for the game, I made sure we didn’t overscope or make something that would be inappropriate or lazy. This meant that everyone was immediately invested because they have a say in what happens with our game. From that I made myself approacha  ble by making little jokes, praising where praise was due and always giving relevant feedback. Doing this constantly, week after week helped make my group self-motivated. People came into lesson and completed their tasks on time because they wanted to. This then made a constant workflow throughout this whole project. |
| **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 have seen first hand the importance of an intrinsic workplace environment and how much work can be done whilst people are self-motivated, I will always try to achieve this type of environment in the future.  I knew the importance of playtesting already but in the future, I will learn to stick to schedules no matter what. The reason we didn’t get as much playtesting as we wanted was because our game wasn’t ready, so I pushed the playtesting back. If we just play tested the game at the current state it was at, we would have saved ourselves a lot more time. We were working on the characters face changing after every pickup, which in the end people didn’t even notice. So, we ended up just wasting time.  In the future I will keep a close eye on the other people in the group and assign them suitable tasks, with a reasonable time to complete that tasks which is specific to that person. I was assigning the same task to two people with the exact same time. Each person could have had a different task each and a different amount of time to complete that task, but I didn’t evaluate each person work ethic correctly. |

**Asset List**

* Level Design Tutorial Level.png
* Level Design Tutorial Level.psd
* Week 1, Week 2, Week 3, Week 4, Week 5, Week 6, Week 7 & Week 8 Discord Chats
* Email 1.JPG, Email 2.JPG & Email 3.JPG
* Week 1, Week 2, Week 3, Week 4, Week 5, Week 6, Week 7, Week 8 & Week 9 Meeting Minutes
* Presentation 1 - Group 14.pptx
* 2019-03-04 13-27-21.mp4 (Video)
* Future Tasks for Group Project.docx