**PROJECT POST-MORTEM - Rhys Richmond**

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| **STUDENT NAME** | Rhys Richmond |
| **PROJECT NAME** | Slingshot Spirits |
| What do you think went well on the project? | I think the overall level of communication which we had in our group was quite good, if there was anything which I needed to be able to progress in my work, all I had to do was ask and who ever it concerned got back to me with relative speed.  The next thing which went quite well during the project was the environment in which we worked in, all of the members in the group including me were able to continue and work towards the new sprint for the week and we able to ask about any problems which occurred and how we could solve them together as a team. |
| What do you think needed improvement on the project? | The thing which I believe needs improvement on the project was that we didn’t start the playtesting cycle early enough, the reason why I say that is because by the end we only got playtesting for what we had at the time, whereas if we started this earlier we could have gotten more feedback and improved upon areas which were lacking and also overall gameplay. I feel as this would have saved a lot of time as problems which would have been found earlier could have been improved upon and added to the overall experience.  Another thing which could have been improved during the project was QA/Bug testing as throughout the project small bugs were found in the game due to new scripts being added and this lead to a lot of time being used to fix new bugs this also meant that some of the other ideas which members wanted to implement didn’t have time to be made.  The last thing which I think we could have improved upon is the overall theme of the game as after half way into the project some of the members had thought of some different ideas for themes which might had worked better for the project, however since they weren’t thought about until the sprites and research had been done for the wisp theme it meant that we would have to do more research into the new theme. This would have taken time from development but if it was thought about earlier we could have a choice of what theme to go with. |
| 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. | When it comes to my contribution to the group, I am pretty happy with what I have contributed to the project and I believe that my overall work quality has been to great standard. I have tried to meet and create mechanics which my group had thought about and wanted to implement in the game and gave my opinions on them about improvements or how I would be able to go about creating what they wanted to make.  Another thing which I contributed to the project was creating presets for level building which allowed the other members to be able to go into unity and be able to make levels easily so that they could go into unity and then create levels based on their ideas.  As a team member I believe I have been very reliable as I have been able to finish all of tasks which I was set each week and if anything was giving me trouble I would inform the team of what was happening and some solutions for it. I have also attended every weekly session and meeting, so I was able to continue my work of the project for that week and also ask questions and talk about the current state of the project what we needed to improve upon and what wasn’t going so well.  In terms of behaviour towards the project and my team members I have been positive the entire time and shown enthusiasm towards the project and any ideas which we had discussed. I have also tried to be helpful throughout the whole project by giving some ideas and discussing their ideas and talking about whether or not I would be able to create them inside of unity.  I also tried to reduce the number of problems which would occur when the designers started using unity for level building by giving them a quick tutorial on how to put together the unity project from downloading it from GitHub and the version of unity we are using for the project. As well as helping them out if they did have any problems with unity and helping them fix it. |
| **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?** | One thing I will definitely take away is the improvement I mentioned with the playtesting cycle being implemented much earlier in the project as it can lead to a lot of improvements in the project in terms of gameplay elements and also thematic elements. I also think that by starting it earlier it saves time later on as you can focus on areas which need improvement and not so much on ones that don’t.  Something else which I will take away from this project is how important getting involved in other areas is for the group as it allows each member to explore the different areas which they might not be used to and for example it allows for designers being able to create their own levels within the game engine.  Another thing which I am going to take away from this project is the importance of management within the group this being: making sure all of the groups ideas and thoughts are discussed so that we can create ideas for the project and manage the agile board (Jira) by creating sprints with tasks for all of the members to make sure that the creation and continuation of the project runs smoothly. Another part of management is creating a good productive work environment so that work is done and all of members know what they should be doing and what needs to be done while also feeling like they should be able discuss any problems or ask for help. |

**Asset List**

**Materials:**

TestingAura.mat

**Prefabs:**

Character.prefab

Character v0 and old char prefabs

Default platform proto.prefab

Finish platform.prefab

Kill platform.prefab

StartingPlatform.prefab

All of the older platform prefabs

Collectible Proto.prefab

Shader Collectible.prefab

LevelCompleteCanvas.prefab

Playing HUD.prefab

**Scenes:**

Main Menu.unity

Slingshot stage - proto.unity

Tutorial level.unity

**Scripts:**

CharacterGlow.cs

Slingshot.cs

GameStore.cs

LevelSelection.cs

MainMenu.cs

SavingAndLoad.cs

Tutorial.cs

TutorialCount.cs