**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** | Harrison Went |
| **PROJECT NAME** | Group 15 - Bunnycraft |
| What do you think went well on the project? | The team communication of our group was effective throughout the project. This was evidenced by our communication though our email chain and messaging on a team group chat. This communication played an important part in getting our project complete on time.  Our group had meetings weekly to discuss our progress and tasks for the week to complete. Each of our group meetings were evidenced on minute’s documents located on our GitHub repository. These group meetings were effective for discussing any issues members of the team may have had and finding ways to resolve them.  The members of the group also had good punctuality for meetings and time tabled sessions. This helped keep the project productive as there wasn’t any meetings where members were absent and working during the sessions meant that we were all able to work in a group to complete tasks and ask questions.  The final build of the game had most of the content and functionality we wanted the game to have. This meant that the design for the game we came up with worked well at keeping the scope of what was achievable within the time limit. The game also had a good direction for what we needed to do and how the game should play out. |
| What do you think needed improvement on the project? | While the final build of them game is playable with all the functionality and 5 levels which can be completed we had planned for more levels to be implemented. Not having all the levels implemented also meant that we were not able to include all of the different gameplay items. To improve this for next time it would be ideal to have at minimum enough levels to include essential items used in the game. Another side effect of this is that finished all 5 levels will just go back to the main menu, the game has no ending. This wasn’t seen as important since it isn’t a story based game, regardless the end of the game still comes across as rushed.  Logging the groups hours on Jira was an issue during the projects development, primarily the first half. This could have been avoided by making sure everyone is logging hours for each task as they do them before forgetting. It was improved during the final weeks of the project however, as we noticed this was an issue.  Our testing and bug finding could have been done better as we have had a few unexpected ones occur near the projects deadline. This may be because we had one large player test for one build of the game. This could have been improved by having smaller tests but for each game build which would have found bugs that may occur later in the projects development or even after fixing other ones. |
| 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 a programmer I contributed mainly to the programming of our groups game. Some of the areas I helped program include key gameplay features such as player movement and control, picking and building blocks, saving and loading levels and saving player progress such as unlocked levels.  When programming the game, I also kept the code commented so that other team members could understand the code I wrote and I would also go through the games scripts and make sure it was as efficient as possible.  I also did a lot of bug fixing for the game for issues such as UI bugs and how the player interacts with their environment. When bugs were found which could take a long time I would also bring it up with the team to ensure that time could be allocated to fixing these issues.  Communicating with the groups designers was also a key part of developing the game as they weren’t actively programming the game I found it important to keep them in the know with things such as file types for images, fonts and sounds. It was also important to make sure new parts which were added to the game were checked with other members to make sure they were at the expected quality. |
| **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 that you have a well-designed game and direction before starting to develop the game will save a lot of time from having to re-do work change plans.  Communicating with the team when you can offer help or need help with an issue is really important for getting the game done on time.  Plan out how time should be spent and make sure there is time for unforeseen tasks such as bug fixing or parts of the game which need to be changed. |

**Asset List**

**Main menu functionality and UI scripts**

**Gameplay scripts such as player movement**

**Scoring and saving scripts such as player progression**

**Gameplay in level functionality such as level boundaries and spawning the player**

**Loading level scripts such as level selection and next level functionality**

**Gameplay platform building scripts and platform features such as rotating platforms**