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| **STUDENT NAME** | Kallum Lennox S195777 |
| **PROJECT NAME** | Group 15 – BunnyCraft |
| What do you think went well on the project? | During this project my team had good communication, through email chains and a team Discord server we were able to tell each other when we were going to be late or unable to make a session. We also had good communication in meetings, everyone felt comfortable to voice their opinions on ideas and all feedback the was given was constructive. This communication also came in to play when we were struggling with work, nobody in the group was afraid to ask for help from the others and I feel like this freedom was key in finishing different aspects of the game on time and correctly. Another part of the project that went was that all of our team agreed to come in 3 hours early to work on the project. This extra time allowed for us to talk about decisions and spend more time working on the game and discuss decisions and what we were planning on doing that session. If we didn’t have this extra time we would have had to do that extra work out of session, which could have led to people not being on the same page and mistakes to be made. The extra 3 hours allowed us to get all of our ideas and work in order so that we were all working towards a unified goal. Playtesting and iterating the game went really well during the project, after each set of large updates to the game we had people play test the game and give us feedback. This highlighted some major issues within the game that was then fixed and worked on. |
| What do you think needed improvement on the project? | During this project we had some other tiles and platforms that could have been implemented in the game, however we didn’t get around to putting these into the game instead opting to focus on the levels and mechanics that we had and trying to improve and make sure they were bug free. Another improvement I think we could make it to try and create more of our own assets for the game. Due to the time and the amount of work that had to be done we only managed to make a few custom assets and edit other assets to fit out theme. If the game had more customs assets, I feel like it would add more to the game than sourced assets. |
| 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 that my contribution to the project was significant, I feel like during the pre-production stage I was vocal when it came to ideas and constructive idea feedback. This lead us to be able to make a good decision on the type of game we were going to make and which mechanic from that genre to remove. Then during the main production stage, I feel like I was reliable when it came to the work I could produce especially when it came to designing levels and editing out existing assets. At the start of the project I was hesitant when it came to some of my work like editing assets, which lead to making multiple assets and asking other team members which was better. I feel like this took time away from some of my other tasks. However, as the project continued I got more confident in my work and skills and was able to create things quickly that matches the games theme and aesthetic. |
| **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 my next group project, I will take in the lesson of communication and then set up a similar communication structure that was set up for this project. I will also go into that project a lot more confident in my work and what I can produce, this will allow me to work on more complex task that will result in having a better game both visually and mechanically. |

**Asset List**

* UI icons e.g Buttons, cursor, HUD
* Platform buttons
* Editing assets e.g. Rotating platform
* Level designs
* Research