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| **STUDENT NAME** | Toby White S183349 |
| **PROJECT NAME** | Group 15 BunnyCraft |
| What do you think went well on the project? | Our group functioned well this project. The majority of the time we were all on time and ready to work. We decided the very first week that it would work best for us to host one five hour jam every week, making it easier for us to manage our time alongside other modules and avoid any difficulties in communication. We began this jam with an hour long meeting. Because of this our communication as a group was very good, as we conducted and discussed the majority of work done together and so had reduced the barriers that can form through electronic communication.  There were also very few disagreements as a group, everyone involved approached the project with a professional attitude and ensured to include everyone in the decision making process. Due to this, even though each group member focused on their own area of interest, we were all involved and up to date with the decision making process in every respective area of the development of the game.  Our scope was very good during the project. Whilst we didn’t make as many levels in the game as we originally predicted, we scoped the functionality of the game well so that we had a functioning prototype from week one. This allowed us to move into an iterative cycle of development as soon as we were asset ready.  We successfully reached a point where we were iteratively developing our game based on playtesting and the feedback from it, which allowed us to begin to properly refine the game from a user’s perspective. This meant that whilst we only had five levels created, we were able to make changes that made the game on a whole more intuitive, and refined to a point where if the project was to be extended we would potentially be able to start mass creating more levels as what we ended up with was well refined into an intuitive and interesting game. |
| What do you think needed improvement on the project? | I think the first and biggest issue we had was that we weren’t logging all of our hours for what we were working on on Jira. Specifically, for the first few weeks we didn’t log any group meetings, or time spent typing up minutes from them, as well as setting up tasks on Jira. This meant that we didn’t have an accurate idea of how much work was being done on the game.  After this mistake was rectified and we began logging everything we were doing with regards to the project, it became clear that we were all completing a little under the required amount of time, which is disappointing as maybe we could have had more levels implemented in the game or further refinement could have been conducted. |
| 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 what was expected of me. I felt as if I wasn’t creating as much content as I would like, but taking more of a managerial stand-point and trying m best to guide the rest of the group and the development process as a whole. I feel guilty in stating it because I know my co-manager worked hard, but I felt more like the primary manager as I was continuously making final decisions after asking the group what they felt. I think a good way of phrasing this would be to say I was driving the group into carrying out the decisions we had made together. I think that I was fair from a managerial standpoint, mainly because I tried very hard to include every group member in every decision made and ensured to hear everyone’s opinion, even if I had to encourage them to share it.  I think that I made a reliable team member, there was one session where I was ill and ensured to let my team know in plenty of time and asked them to allocate me work that I could conduct separately from the jam. The rest of the time my punctuality was good, except one session where I was an hour late or so, for which I apologized and made sure to catch up on the work I missed. Other than this I felt my behavior consisted of a relaxed yet professional approach to the development of the game, and I think this is reflected in what has been produced not only in my work but in that of my team members as well.  I think I was proactive in spotting problems, although there was only one thing that really shows this. It was my idea to have the five-hour jam once a week, as I learned from previous projects (not just my own but vicariously through the prior experiences of others I know) that one of the biggest issues with the group projects on this course in the past have been caused by groups not functioning cohesively, mainly due to members not showing up and if they do then just not completing any work outside of the time they were together. I feel like the requirement of us to be here for a three hour session was helpful in this, but to add the extra two hours on and make it a five hour session made it so that if work was not completed outside of the jams then it would not have a massive negative impact on the game. |
| **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?** | The first lesson I believe I have learned is with regards to agile sprints. Knowing it now it feels obvious but at the start it wasn’t, and that is that everything that has been conducted to do with the group project must be logged in the sprint. This provides an accurate representation on what is being done and whether something needs to be changed about that. I will certainly remember this for the future as I believe it is a useful skill to be able to look in retrospect at what is being completed and objectively say that more or less work needs to go into the project.  I have also learned that it is very important to have jams where groups work together. It just makes all forms of communication easier and prevents so many of the barriers that can form through electronic communication.  Along with this I also believe I have learned important managerial skills in relation to agile sprint based game development in a small group. I think that I have learned how to make sure to be fair and include everyone who is involved in the project in all decision making, as well as encouraging people to commit themselves and their best work to the project. |

**Asset List**

Animal Characters asset pack.

Background asset pack.

Foliage asset pack.

Platformer asset pack.

Platforms asset pack.

Sound files.

The used font.

Animal Characters mood board.

UI mood board.

Minimalistic characters mood board.