**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** | Andrei Patra |
| **PROJECT NAME** | Sumo digital video game assignment Group 17 – The Impossible Ice Puzzle |
| What do you think went well on the project? | I think the project was a success because all team members did their tasks on time. We communicated what is wrong with our project, identified a solving and applied it so the project can advance. Teamwork made it all easy. |
| What do you think needed improvement on the project? | More playtesting and maybe an opinion from a professional could make the game even better, apart from that I can’t see any other area that need improvement. |
| 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 behavior, whether you were proactive in spotting problems. These are the key qualities of a professional. | Speaking of my contribution, I think the most important areas I covered are: playtesting, game mechanics implementation, new ideas and coding. Although teamwork made the project a success, I think my I helped a lot through spotting problems, ways to solve them and further ideas. |
| **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 think the most important skill I improved through this project is teamwork, the ability to share task and help other/ be helped by others. I learned how important the communication is and how easy a project became if the workload is shared. |

**Asset List**

Key sprite

Glowing animation

Scripts (e.g teleport, player movement, “A I ”)

Wall sprites