**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** | Daniel Marsh |
| **PROJECT NAME** | Group 17 – The Impossible Ice Puzzle |
| What do you think went well on the project? | All members of my team were all keen to work together and to deliver on the project. We all communicated well and tasks that were set by myself during the project were all completed on time. As the project went on I felt the group fell more into traditional roles (designers doing design tasks and programmers doing programming task) but all members of the group were more than willing to help each other when ever an issue presented itself. |
| What do you think needed improvement on the project? | The quality of work produced was sufficient for the scope of the project. There were a few times when the quality of work was questioned but I had evaluated the skills of group and the time it would take to correct these errors. Even though communication was good across the group some absences could have been made aware sooner but overall this did not affect the groups performance. Early in the project I struggled to assign tasks to my two programmers Yurri and Andrei as I was not as experienced with the chosen game engine, but with more group meetings we were able to prioritize what needed to be done as a group. |
| 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 project manager for this group, I took it upon myself to keep control of the scope of the project and to keep the team motivated throughout the project by reviewing their work through weekly meetings and monitoring their progress during the game jams. I felt that I was a reliable team member (with exception to one game jam due to a transportation issue) being made available to my group at any time they needed help or queries answered. I feel I kept a professional attitude towards the project and towards my group members. When technical problems arose, I would always offer the solution that best suited the skills of my group such as, none of us within the group are artistically gifted so instead of using bespoke assets I gave tasks to search and implement pre-made assets. I have questioned whether I should have involved myself more in the creation of assets but found early in the project managerial tasks took more time required to complete. |
| **OVERVIEW** | Overall, I believe the project went well, we delivered on the brief set out by sumo digital with all but a few minor goals such as music for the game. I believed I delivered the best I could with the time that I had dedicated to this project. |
| **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 lessons I have learned is to always keep myself and all the group members aware of what is required for a project and to always make sure each member of the group knows what they are required to do. To always retain control of the scope of the project, be aware of everyone’s skillset and always communicate any issues either regarding the project or personal. |

**Asset List**