**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** | Luke Baldwin |
| **PROJECT NAME** | Sumo digital video game assignment Group 17 – The Impossible Ice Puzzle |
| What do you think went well on the project? | There were many things that made this year’s project a success. The main reason is that communication in our group has been strong throughout its entirety even when group members have been ill or who have not been able to attend certain game jams. I believe that as I have attended every game jam and meeting it has improved the quality of our project the same for our project leader dan marsh as he has kept our group on task and focused in each of the game jams.  I believe that the amount of research and time spent on game genres helped our game become successful. |
| What do you think needed improvement on the project? | I feel like more play testing needed to be done on our game by other people that were not in our group so we could decide on how the game is in terms of difficulty and if our game mechanics made the game fun while having different layers of difficulty. I feel like if more playtesting would have occurred, we could have had a wider view of the success of our game. |
| 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. | As talked about before I believe that my full attendance made our project stronger in terms or organization and better quality of work. I believe my level design and mechanic ideas gave our group programmers the visual ideas of what they needed to code and how the game worked. I believed I communicated enough to inform each group member of the work I have done and the issues that I came across and the ideas that I had for the game. As soon as I realized there was an issue with the game design or programming, I went into our group discord and discussed the issues with each of the group members in which the issues concerned or to make them aware that certain things with our game were not fixed. |
| **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 have learned that each group member in our group needs to be aware of the changes that I have implemented to our game, so they understand what still needs to be done and what has been completed. I have learned that full attendance to group game jams is key to the success of our project.  I have learned that not all group members are reliable all the time as they maybe ill or for other reasons so making sure the work is done by me or another group member so we can continue and advance with our project in the week ahead. |

**Asset List**

A Game Character sprite

Enemy sprites

10 Levels designs

A Main menu design

Options menu design

Coin sprites

Key Sprites