**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** | Yurii Skorobogatko |
| **PROJECT NAME** | Sumo digital video game assignment Group 17 – The Impossible Ice Puzzle |
| What do you think went well on the project? | The team relations and organization were on a good level. Everyone had plenty of ideas and we all knew what our tasks were. People assisted each other with their tasks quite often |
| What do you think needed improvement on the project? | More bugfixing and playtesting. Getting a wider group of playtesters would also be good. |
| 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. | My initial contribution allowed to add to existing features, e.g. collectibles, scene management, etc. In the later part of the development I had to develop the save system for the game, as well as audio support. But often I had to clean up the bugs after other members and provide help if needed. I didn’t refuse to take on the design tasks if necessary and at the same time committed my own work. In the last sprint I’ve fixed a lot of bugs which appeared in the saves system, ui layouts and the end build. In general, I’ve tried to not mess up my tasks and at the same time – help others if they ask me to |
| **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 most important was teamwork. My other projects didn’t require any communication to happen, but in this one it was crucial. We’ve managed to work together as a team and not interfere each others work, but make it a whole game. The most important lesson would be – rely on others and let others rely on you. |

**Asset List**

UI, Saves and sounds scripts and prefabs

Player trail,

Game manager prefab and script