**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** | Declan Grady |
| **PROJECT NAME** | Umbrella (Group 18) |
| What do you think went well on the project? | I believe that the project management was run well, I always knew what I needed to work on and when I needed to have it done by so that made developing additional assets easier if I had additional time remaining. |
| What do you think needed improvement on the project? | I personally believe communication between some members of the group could have been better as sometimes there was confusion to what ideas/mechanics we were trying to implement and/or improve. |
| 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. | When the project first started I struggled to deal with all the people in the one big room which hindered my ability to focus on the work there for reducing the quality of what it should have been. However, once I found a way around this problem by talking with members of staff and my team I was able to focus on my work more.  I personally believe I could have done more for this project in the initial stages and overall in fact. I do get easily distracted and this definatly hindered my progress as I mentioned earlier.  In regards of helping my team spot problems I was always pitching new ideas or new ways to approach certain areas and problems. |
| **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 lessons I will take is to always communicate as much as possible with any problems I have personal or professional as the team are there to support me and help me get the work done. |

**Asset List**

**M\_PP\_CelShader.uasset**

**Splash Screen V1 PNG.png**

**BadPlatform.uasset**

**BP\_Projectile\_Bad\_Big.uasset**

**BP\_Projectile\_Bad\_Medium.uasset**

**BP\_Projectile\_Bad\_Small.uasset**

**BP\_Projectile\_Good\_Big.uasset**

**BP\_Projectile\_Good\_Medium.uasset**

**BP\_Projectile\_Good\_Small.uasset**

**BP\_Bird.uasset**

**BP\_Cat.uasset**

**BP\_Dog.uasset**

**BP\_Fish.uasset**

**BP\_Wolf.uasset**

**MP\_Tutorial\_Level.umap (version 1)**

**MP\_Tutorial.umap**

**WaterCannon PsuedoCode.docx**

**Script version 1 & 2 (video presentation)**

**Video Presentation**