**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

* 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.
* 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** | Fabian Mazurek |
| **PROJECT NAME** | Umbrella |
| What do you think went well on the project? | Organisation and work assignments for each week were generally very good, I personally always knew what I had to do for the following week due to Adam's and Anastazia's regular task setting on Jira, as well as email reminders.  At the start of the project we all agreed on what the game should have been and had a consistent view on where the game was heading throughout the project with very little to no disagreements. The team had a lot of very good ideas on how the game should play, what it should look and feel like, and the contents of it. |
| What do you think needed improvement on the project? | After a few weeks there seemed to be a drop in communication between group members, at the start all meetings were planned in advance and reminders were sent via email but that didn't last. I had hoped we would have utilised our Discord server for more than just a place to tell everyone else why you weren't coming in, the voice channel for meetings wasn't utilised once as far as I'm aware.  Our project progressed slower than we all anticipated due to attendance, however this was completely out of the control of anyone in the group and I don't think anyone deserves to be blame for the relative incomplete state of our game. I like to believe if we attempted the same project over the same length of time but without any external 'problems' we would be much further ahead.  Due to mine and Declan's relative inexperience with coding, Adam's workload was doubled (atleast from my perspective). I had problems throughout the course of the project and required help from Adam which stopped him from working on his own jobs. |
| 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. | I personally wish I could have contributed more than I did, however i had to spend the first few weeks learning blueprint and then having to catch up during Wednesday's sessions. While my weekly tasks should have theoretically been easy to complete they usually took hours as I tried to figure stuff out, this obviously leads to significantly slower development throughout the team.  I feel that where I made up was Attendance, I made sure I would attend as many sessions as possible because not doing so would mean I would fall even further behind and compromise the team. While I failed to properly log my work on Jira and had to be reminded several times to do so it was usually just a case of logging hours since the work was already done.  As a whole I really enjoyed working on this game because it really helped me find my way around UE4, my knowledge increased vastly throughout the course of the project and I am very grateful for the support I received from my team members. |
| **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 main thing that I have taken away from this project is just how important communication is in a group of developers, and in the next project I hope to communicate more with my team members and be more proactive in coming up with ideas for game mechanics and such. As well as that I will try to allocate my time better between multiple assignments |

**Asset List**

**Blueprints:**

* MovingPlatform
* BadPlatform
* BP\_Cloud\_1 :
* BP\_Cloud\_2: *Cloud Health and UI blueprint, Rain Particle effect, DestroyActor + SpawnEmitter.*
* BP\_Cloud\_3:
* BP\_Projectile\_Bad\_Big:
* BP\_Projectile\_Bad\_Medium: *Reducing Cloud Heath and killing cloud, set movement speed for the projectile on the z axis and when it hits the umbrella reverses that value. Reducing Player Health + Emitters when falling and when collided*.
* BP\_Projectile\_Bad\_Small:
* BP\_Projectile\_Good\_Big
* BP\_Projectile\_Good\_Medium
* BP\_Projectile\_Good\_Small
* Umbrella\_V1
* SideScrollerCharacter: *Only the lock camera in Z axis script*.

**HUD:**

* EnemyHealthUI
* PauseMenu

**Particle Effect:**

* RainParticleEffect