**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** | Anastazia Jayne Hunt |
| **PROJECT NAME** | Group 18 - Umbrella |
| What do you think went well on the project? | The learning development over the project from Fabian. Coming into the group he didn’t have much knowledge in unreal however after working with other group members this has drastically improved.  The end result functions relatively well with the time and manpower allocated, it definitely needs to be polished but as one of the main programmers learned as he made the game, believe the end product turned out well.  Adam worked incredibly well throughout the project and filled in the gaps where other members were unable to complete work. He not only worked well, but swiftly and efficiently throughout the project. |
| What do you think needed improvement on the project? | Jira logging and lack of communication were the two biggest issues if this project. Hours were rarely consistently logged, if at all some weeks which affected the following weeks tasks. This often led to other team members not knowing if work had been completed, especially if a member wasn’t in attendance and couldn’t clarify. This leads to the next issue of communication within the group. At the beginning of the project Adam and myself began multiple email threads encouraging feedback and midweek meetings to check up on work – however it was very unlikely to get a reply to these threads unless someone was notifying us of nonattendance. Members occasionally failed to give notice of absence for the midweek meetings, which were eventually cancelled because of this.  The art assets were also an issue, the development of the assets due to my own mental illnesses becoming an issue with my work progress. After realizing this was becoming an issue, I tried setting smaller art tasks to less active members of the team, such as splash screens, that were never completed. If the group had more overall support and contact, I believe this wouldn’t have developed into such a big issue.  Throughout development we had to change many aspects of the game to suit another team member, despite others being unable to work to that level such as turning the originally planned 2d game into a 3d game, which meant Fabian was unable to contribute early on in the project. I believe if we had continued with a 2d project we would have been further along in development and have a more polished final product that we currently have as a 3d 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 a manager I wish I had made more of an effort to continue with the midweek meetings, when members attended I had a good grasp on how work was progressing and was able to help in person with any issues that arose. If I were more persistent with this perhaps members would have felt more comfortable with communicating and asking for help where needed. At times, some members left a task until the next week to inform us that they were unable to complete the work or didn’t understand how to. I attempted to correct this by adding noted into each task assigned on Jira but I am unsure if this worked.  Working with another group manager allowed me to take any personal time needed to recover from my mental illnesses if I were unable to update jira tasks or meeting minutes. Adam seemed to be very understanding of this issue and I greatly appreciate his help throughout the project.    During the project I should have created and uploaded more art assets, but I was often overwhelmed by the amount of work later in the project. My initial submissions, such as the concept character went well and I wish we could have implemented this into the project, but with no other members completing art work this would have been impossible within the scope of the project. Given more time I would like to develop the amphibian player character.  Around half way through the project a member bought up issues concerning their own mental health, and while these issues had not been conveyed to us before through any medium, I tried to be as accommodating as possible to their needs and worries. |
| **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?** | My time management skills are always an issue and while I’m constantly trying to improve this project (and other assignments) made me realize I need to drastically change to be a valuable team member.  I understand that my mental issues can get in the way often, but if I had made my team members more aware of this then I may have been able to receive more support and help when needed.  This made me realize that even though I was group manager, it is perfectly acceptable to ask for help. Vulnerability and lack of knowledge are not weaknesses, from this point one can only improve.  Communication and teamwork are such invaluable tools to a group project, and I wish to improve these skills for the future, and for my own development in games design. |

**Asset List**

* presentation – Umbrella\_V3 WITHOUT VIDEO.pptx
* umbrella\_V3\_z.pptx – unable to upload to github due to size, shown on usb – final presentation used
* platform\_moodboard\_v1.jpg – unused
* rain\_char\_outfit\_concept.jpg - unused
* amphibious\_char\_concept.png - unused
* parallax1.jpg - unused
* parallax2.jpg – unused
* grammar and spelling edits in game - used