**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** | Adam Speers |
| **PROJECT NAME** | Group 18 - Umbrella |
| What do you think went well on the project? | As a group we worked well to brainstorm ideas for the game, I think conceptually our reflection mechanic using an umbrella met the brief.  As a group with 2 1st year developers we were at a disadvantage as we did not have a great deal of experience within the team of either Unity or Unreal. As a group we decided to use Unreal and both myself and the developers were happy to undertake a certain amount of self-directed learning to build up the skills we needed to get the game working. Because of this we had to introduce a certain flexibility into which mechanics we should develop, I needed the developers to be excited and motivated to learn how to do things, and then needed to associate them a task for our game that would allow them to demonstrate their new skills. |
| What do you think needed improvement on the project? | Because of the lack of programming skills, we were certainly guilty of over scoping initially. Secondly the choice to use Unreal in retrospect was maybe not the best. It is difficult to manage, and merge changes done by different team members without formal source control and blueprints are not easy to visualize code changes between versions. I spent a lot of time manually integrating changes back into a central version each week. Communication between team members |
| 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. | I feel I demonstrated leadership and professionalism on this project, I was acting in the role of Project Manager, Developer, Designer and Mentor.  I was reliable as a team member, I attended every week and completed all my assigned JIRA tasks. I was flexible in my approach to the development and was happy to change the scope / nature of the development to better fit with the skillset of team members so that it complimented their learning. I was proactive in seeking confirmation of completed task using email / discord, especially when there were deadlines approaching for deliverable.  I feel I have always been approachable to ask for help by the team. |
| **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?** | Test early and Fail Fast, this is the most important lesson. I think also it’s important to scope the skills within the team and limit your ambitions to something that can realistically be delivered within the time frame. |

**Asset List**

Group presentation Slides

Unreal Engine

**HUD**

|  |
| --- |
| MainMenu.uasset |
| MyJournal.uasset |
| MyScore.uasset |
| MyScoreDied.uasset |
| MyScoreEndOfLevel.uasset |
| MyScoreTimeout.uasset |

**Meshes**

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| --- |
| Bird2.uasset |
| Cat2.uasset |
| Dog2.uasset |
| Fish2.uasset |
| Wolf2.uasset |
| Cloud1.uasset |
| Cloud2.uasset |
| Cloud3.uasset |
| Umbrella.uasset |

**Blueprints**

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| --- |
| BP\_Bird.uasset |
| BP\_Cat.uasset |
| BP\_Cloud\_1.uasset |
| BP\_Cloud\_2.uasset |
| BP\_Cloud\_3.uasset |
| BP\_Dog.uasset |
| BP\_Fish.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\_UmbrellaV1.uasset |
| BP\_UmbrellaV2.uasset |
| BP\_Wolf.uasset |
| LevelComplete.uasset |
| SideScrollerCharacter.uasset |
| SideScrollerGameMode.uasset |
| UmbrellaSaveGame.uasset |

**Font**

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| --- |
| Simplicity\_Font.uasset |

**Level Data**

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| --- |
| Pickup\_Targets.uasset |
| PickupTargetsByLevel.uasset |

**Hints**

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| BP\_Hint1.uasset |
| BP\_Hint2.uasset |
| BP\_Hint3.uasset |