**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** | Fred Wright |
| **PROJECT NAME** | Pinky & Perky – Group 19 |
| What do you think went well on the project? | From the beginning there was good organisation between the group members, the idea of the game was clear and concise with everybody’s contribution eligible to be highlighted in the finished game.  From week 3, a member’s lacklustre attendance did not hinder myself and Joe’s progress, if anything, we filled the void exceptionally well and went above and beyond to ensure the progress continued at the expected rate, with all members.    Throughout the task my work ethic was consistently good, which was thoroughly helped by consistent Jira tasks being realistic to my skill and was achievable.  Communication was good between us, meetings between us were productive without being too repetitive or un-interesting, overall complementing the outstanding punctuality of myself, Joe and Kai. |
| What do you think needed improvement on the project? | Although the game idea was relatively simple, there were certain mechanics and wanted implementations that were out of my skill level, however when I asserted the position of main programmer, I had a far more considerable influence which allowed me to dictate the tasks more within my reach or where I required minor knowledge, whether this was of unity, Photoshop or other used interfaces.  Towards the end of the project progress went through the floor, uncontrollable circumstances left the final weeks with only 2 members, with both of us being pre-occupied with other assignments, so playtesting and bug fixing did not have the required time to do/fix. Something I can only put down to poor time management and no assertive quality shown between us. |
| 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. | On the first week, my communication was lacklustre however I improved quickly. being the 2nd programmer came with over scoping problems of which I didn't bring up and decided to dedicate extra hours to learn, which definitely helped overall as when I was inadvertently promoted to top programmer, I handled most situations well and was able to complete tasks assigned reliably.  Overall I feel I was very consistent, I had no problems turning up to sessions and didn't mind staying late to complete a deadline, like the video, presentation or final deadline. Overall problems should be pretty clear by Jira, I didn't let it affect me and stepped up when needed, I also asserted leader quality’s when group leader got distracted, pulling him back to work. |
| **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?** | Consistency is key, working on something you enjoy/want to work on comes with benefits, desire to complete influenced hours inputted, productivity, but more key is working on something without that enjoyment, I was undecided on the game originally however through building it from the ground up, the desire came which, I think, will influence future projects. |

**Asset List**

**Code:**

Most of used code is my work, being:

Camera Collision, Camera Follow, Scene change, Door Movement, Double Pressure, half of level 2 Plate, Level Complete, half of LiftCol, Player Movement (not animations), half of Player Switch, Pressure Plate, Reset Level, Second Camera Follow, Second Player Follow and wrecking ball (with animations).

**Prefabs**:

Elevator(file), LowPolyPack(file), collisions for Pinky and Perky.

**Bugfixing**:

Various bugs that made it to the final game were previously fixed, but were lost due to merges:

Fixed collisions with Pinky and Perky

(Previously) Fixed Game completion going to next level, however was lost, somewhere.

(Previously) Fixed the first blockage for perky not having a collision, this wasn’t even a bug, I don’t know how this got through.

(Previously) Fixed collisions with level 2, but again, got lost somewhere between merges.

Fixed collisions with level 2’s later walls, movable objects.

(Previously) Fixed collisions with level 3 being able to just run out of the map, but was lost due to fault with GitHub.

Fixed elevator collisions going through the floor.

**Other**:

Created outlines for all levels

Created First level’s surroundings

Helped produce 2nd level’s surroundings