**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** | Pink & Perky |
| What do you think went well on the project? | Work ethic, personal communication and overall good punctuality |
| What do you think needed improvement on the project? | Less overscoping, more overall knowledge needed of unity, photoshop etc. |
| 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 lackluster however i improved quickly. being the 2nd programmer came with overscoping problems of which i didn't bring up and decided to dedicate extra hours to learn, which definately 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 qualitys 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, the desire came which, i think, will influence future projects. |

**Asset List**