**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** | Kiril Kostadinov S190005 |
| **PROJECT NAME** | Group 19- Pinky and Perky |
| What do you think went well on the project? | Firstly, we started brainstorming early on and we came up with various ideas. We met each other regularly in the beginning and our communication was consistent.  I appreciate that this year we had significantly less presentations than last year, this gave us a lot more time to focus on the development. Thus, I saw a great improvement in the quality of my and the teams work. I understood how to manage a team and how to create a development pipeline that would fit the brief and be completed by the deadline. |
| What do you think needed improvement on the project? | I think that we should have dedicated playtest sessions, which are supervised by the lecturers. There should be dedicated lessons on how to receive and give proper feedback. Because even if we have playtesting sessions we wouldn’t hear a lot from the player. I understand that we could learn by watching them play our games, but if we have the chance to properly discuss their experience as players we could increase our understanding of emotion and design. I have noticed that the overall student feedback after playtesting isn’t on a professional level and criticism is neglected. In the middle of the project some group members neglected their task and later they disappeared. Unfortunately, by the last two months only me and one other person were working on the game. I hope that if there are cases like that in the future, groups that don’t have enough people to finish the project should be supported. Since our work was mostly done on one computer only one person committed to JIRA. We were told by other people at the very end on the project that they accidently stumbled on top of a feature that assigns commitments to multiple users. I think this should be told to the people in the beginning because multiple groups require the use of Unreal engine which has a complicated source management and people just use it on one PC. This could prove that they have also contributed to the project. |
| 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 was consistent with my work as a manager, I made sure that the sprint is always updated on time and that it is detailed. Also, I have always submitted Meeting minutes on a regular weekly basis. Personally, I have confidence in using Unreal engine and almost no experience in Unity. Since the group members requested using Unity, I agreed so that we could all learn more tools for the future. I have perfect attendance and during the Wednesday sessions I have always supported the group when it was encountering problems. Instead of creating any assets, I decided we should focus on the design and functionality of the game. We managed to find placeholder assets on the Unity store for free. This project strongly relies on the knowledge covered in the second year (as level design, studio practice and scripting). Therefore, I had to supervise almost every step of the development. However, when we faced issues with people disappearing I managed to change the development plan so that we end up with a working game. |
| **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?** | I have learned a lot about people management and game development industry from this project. One of the main lessons learned were that:   * We should always be prepared for the worst and have a plan to counter it if happens. * I learned the fundamentals of Unity, it could prove useful if I decide to work on a 2D game in future * Consistency is vital especially in management. Because another people’s work depends on you. * The level design should be put to the test. It should be play tested multiple times and there should be a way in which you teach the players how to play your game without using words. * Using already created assets, was a great call. Now I understand why we should start building our asset library from early on and have a variety to chose from when we are working on personal projects in the future. |

**Asset List**

**All the meeting minutes word documents.**

**Proof of communication**

**(as I mentioned earlier we didn’t know how to assign contributors when we worked on one PC so we are missing a huge portion of commitments for level design and bugfixing)**