**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** | Alex Butler (s183528) |
| **PROJECT NAME** | Drunk Person Shooter (Group 20) |
| What do you think went well on the project? | The project overall went very well. There was a good amount of communication between the members and from the group leader regarding tasks and meet ups.  There was a massive improvement in the work and timing from last year, as not only did we meet every Wednesday (and if we couldn’t make it we did inform the others), but we met in early morning before our scheduled time so we could go over the work done during that week and discuss any issues or make improvements to it before uploading it.  Everyone in the group got along well and we had a good time when we met up and it was a pleasure to work with them. This led to me to be able to be able to perform the presentation with them and I can’t thank them enough for the support and advice. |
| What do you think needed improvement on the project? | As stated before, everything went rather smoothly in the group, so there wasn’t anything really noteable that needed improving. Everything went so well, and the game was finalized.  The only rough patch that we had over the timeframe was the lack of communication and work on the project over the Easter, which is understandable as everyone has other assignments to work on and Rob even said about the chance that this would probably happen across all groups. |
| 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. | Despite being the third designer in the group, I wasn’t given an insignificant role and I feel my contribution were still important to the progression and completion of the project.  As I joined the group after the intro session, the first week was spent doing some basic sound effect research while we figured what I could do as a 1st year designer, as level design and the 2D side of the project was already covered by the 2nd year designers. With this in consideration, my role was to make the 3D assets to be put into the level, which included the tables and chairs, the slot machines and the lights in the ceiling. That was my main contribution to the project. When the main list of 3D assets was completed, my other contributions included making the Hud for in game use and the sound design (picking up and firing the weapons, etc.)  Regarding my behavior as a team member, I was a bit secluded during the week or so, but I opened a lot over the time working with them. I always tried to make it to any meetups we had and apologized upfront if I couldn’t. I made sure that the work was done before we started the next sprint on the Wednesdays.  Additionally, regarding the 3D assets, I asked the group leader to check over all the assets to make sure that wasn’t anything wrong with them and were up to scratch before I uploaded it to GitHub. I was even complimented on the work on some of the assets by my group which made me feel a lot better about it.  I didn’t bite off more than I could chew each sprint and I asked for help if I needed it with the work. If needed to, I would say if I wasn’t able to complete the task, fortunately this didn’t arise.  I do feel like, personally, I could of gone out of my way a bit more to get additional work done for the group, but what I did as of this semester was what I was tasked to do by my leader. |
| **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?** | Regarding important lessons learnt, I can see the advantages of meeting up earlier than scheduled, as it has allowed extra work to be achieved and that prior work can be checked before being implemented. It’s a complete improvement over last years project and it shows the benefits of better communication and timings.  I also am more confident with working in a group thank to this semester, meaning it feels easier to fit into a new group when the time comes for to and can potentially perform future presentations easier. Additionally, to trust more in my team members and to work alongside them more as a lot more work is achieved that way  A more recent lesson would be to be patient with uploading the final game and to allow the application that we upload it to ample time to process it, as the game that was upload onto itch.io isn’t unfortunately what we feel is the true final version, as it is missing some sound effects we feel make the game overall better, however it is still the game in it core.  In this experience, I have also learnt to take advice better and to implement it into future project work. Example being the efficiency and detail in the 3D models over the weeks. As well as to not to be afraid to admit when I need some help on a task from a fellow member and the help them out when I can. |

**Asset List**

3D assets

Small Table (Max, Psd, Col/Tga and FBX files)

Large Table (Max, Psd, Col/Tga and FBX files)

Chair (Max, Psd, Col/Tga and FBX files)

Slot Machine (Max, Psd, Col/Tga and FBX files)

Spotlight (Max, Psd, Col/Tga and FBX files)

Toilet (Max, Psd, Col/Tga and FBX files)

Sink (Max, Psd, Col/Tga and FBX files)

Stool (Max, Psd, Col/Tga and FBX files)

Bathroom light (Max, Psd, Col/Tga and FBX files)

Pub light (Max, Psd, Col/Tga and FBX files)

2D design assets

Hud main menu (psd and png files)

Target reticle: shotgun, sniper, flamethrower and default (psd, png and meta files)

Hud concept: Game over, in game and Pause (psd and png files)

Hud icons: Ammo and Health (psd and png)

Itch.io thumbnail.png

Slot machine template.psd

Research (Alex)

Group project Week 2 research (enemy).docx

Mood Board (table sand stool).docx

Sound effect reference List.docx

Sound effects.docx

Sound effects

Banana\_firing.mp3

Banana\_pickup.wav

Bullet\_onhit.wav

Enemy\_smoke.wav

Game\_over.wav

Menu\_confirm.wav

Trumpet\_firing.wav

Trumpet\_pickup.wav

Umbrella\_firing.wav

Umbrella\_pickup.wav

Background loop.flac

The Files (wav, mp3 and flac) in the Sound effects folder where uploaded by myself and are loyalty free. I do not, however, claim ownership of the files or the production of said file and the links to the original owner have been included in the word documents.