**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** | Dumitru Dragos Liche |
| **PROJECT NAME** | Group 20 - Drunk Person Shooter |
| What do you think went well on the project? | I think that I managed to keep the project engaging and offered freedom to my teammates as a manager. There have been many learning opportunities for everyone. I learned how to navigate Unity and how some of the code that keeps our game together works. I also learned a new technique of 3D Modeling and Texturing which involves modeling an object with as few polygons as possible while making it recognizable. |
| What do you think needed improvement on the project? | The game’s final state doesn’t reflect our vision and we could have done much more to it, had we had the time. Unfortunately, we didn’t have the time to playtest due to the game having game-breaking bugs or being feature-incomplete until almost the very end. This was in part because of poor time management on the part of both me and the team. If given the chance, we would playtest and reiterate our ideas.  I feel like the amount of free reign we were given was a little too much and I feel like the structure from the previous year was better (informal presentations with higher and more frequent chances of receiving feedback). I also think that it was easier to communicate via email and it warranted at least one response from each team member as opposed to discord conversations which have to be logged in order for them to count. Mandatory playtesting sessions could be implemented, similar to how the playtesting sessions from last year’s first semester game jam format worked. I think the mandatory timetabled jam sessions were a very good addition.  The structure of the project should be either shortened or prolonged in my opinion, as both the morale and work efficiency drastically lower around the time when the other assignments are due, which doesn’t benefit anyone. |
| 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. | I believe that my role in the team was essential, not only as a manager but also as an asset creator. I helped my teammates by giving them tasks from which they could learn something and gave them tasks that they enjoyed doing. I tried to always steer the game in the direction in which everybody would be able to enjoy their tasks. I created the main weapons and had a key role in designing the game. I could say that I was a reliable team member and a good manager, giving and fulfilling tasks on JIRA on time on a weekly basis. My personal contribution as one of the two managers has consisted in creating tasks and sprints every week |
| **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 learned that there is never enough communication and that as hard as I work, there will still always more work to do for the game to become even better. I loved the experience of being a manager, due in no small part to my team being diligent and reliable for most of the time. I learned that I should have a contingency plan in the case in which one of our team members go missing for an extended period. I learned that, in order for a task to be done at an acceptable standard, I should always allow more time than I expect the task to take in order for the assignee to fulfill it. I learned that I should start logging meeting hours and JIRA setup tasks as being a part of my hours of work, as I would say that I slightly overworked myself at times and it didn’t benefit my physical and mental health. |

**Asset List**

**3D Assets – Bottles, Glasses, Shelves, Banana, Trumpet, Umbrella, Keytar, Hydrant, Extinguisher, Bar, Modular Bar Assets, Casino Railing, Stripping pole**

**2D Assets – Tiling Textures for floors and walls in Bathroom, Bar, Casino and Strip Club**

**Level Design – Greybox of the level**

**Design Document**