**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** | Anthony Skipwith |
| **PROJECT NAME** | Drunk Person Shooter |
| What do you think went well on the project? | The game looks very good and replicates exactly what we had in plan. The addition of sounds makes the game feel very ambient, although unfortunately GitHub didn’t upload the background ambient noises and the enemy attack sounds. |
| What do you think needed improvement on the project? | The code was messy and should’ve been future proofed using more functions. Any changes I needed to make took several edits to several lines of code, rather than a single line. |
| 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. | There were large periods of time where I wouldn’t respond to the team on the Discord, which, as the team’s sole programmer, was problematic – even though I was doing work in the meantime. I feel like I coasted a little bit too much, as some features had to be scrapped due to them being left to last minute, such as some weapons that didn’t work, which was mostly due to my messy coding making making changes a lot more difficult than it should be. I did however comment as much of the code as possible to try and help this, as well as allow my teammates, who have said they’re not too savvy with Unity, to be able to follow the code easier. If I had another chance to redo this, I would make sure to future-proof my code so that small patches and bug fixes are easy to do. Every now and then I would make some basic mistakes, such as trying to find an inactive GameObject, which would cause the program to not work, which Dawid would help figure out and point out my mistakes, which has actually taught me quite a bit about how Unity works. |
| **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?** | Communication is a major priority between the team, even with the smallest of things. Design elements were often instantly agreed on, especially helpful that there were 3 designers, but it also helped that we would all come up with our own ideas with slight differences, and implement specific parts of each, such as our idea of being a more cartoony casual reimagination of “Doom”, rather than something that feels more realistic, to compliment our core mechanic. Code should be future-proof and easy to read, such as comments for more difficult-to-read code, and easy to recognise variable names, so that any changes or bugs can be easily found and changed or fixed. |

**Asset List**

> Version 1.  
 - Added in player movement functionality using WASD.  
 - Added in camera movement functionality using the mouse’s movement.  
 - Capped the camera’s rotation so that the player’s perspective seems more realistic.  
 - Added in jumping functionality using the spacebar.  
> Version 2.  
 - Added in the enemy’s targeting so that they constantly face the player – essential due to 2D enemies in a 3D environment.  
 - Added in a placeholder crosshair reticle.  
 - Added in checkpoints in a lemniscate/infinity symbol for reticle movement.  
 - Added in reticle movement to follow the checkpoints.  
 - Added in camera layers so that the reticle renders in front of everything else.  
 - Added in player health.

> Version 3.

- Added in raycasting from the camera through the center of the reticle.  
 - Added in comments to the code for easier changes and reading.

> Version 4.   
 - Added in functionality for shooting and returning the enemies hit.  
 - Added in the deletion of enemies once they’ve been shot.  
 - Added in shooting cooldown so the player can’t just spam – adds a skill mechanic.  
 - Added in the picking up of objects, such as chairs and tables.  
> Version 5.  
 - Changed the deletion of enemies to setting the GameObject to be inactive.  
> Version 6.  
 - Added more assets to the game, such as bottles and barstools.  
 - Added in collision to the objects, so that the player doesn’t walk through them.  
> Version 7.  
 - Fixed object collision so that objects can’t just clip through other objects.  
 - Added in a secondary camera so that HUD objects (such as the gun you’re holding) don’t clip through the walls.  
 - Changed the player’s jump height so that they can jump onto tables for more interaction.  
> Version 8.   
 - Added gravity to objects so they can be knocked over by the player.

- Added in functionality of throwing held items.  
> Version 9.  
 - Fixed the scaling of items that are picked up – their scale was modified when they were picked up.  
 - Disabled weapon functionality when holding items – would be difficult to throw a table and shoot with a gun at the same time.  
 - Fixed the scaling of guns – the models were 100x too big.  
 - Started adding in enemy aggro functionality for once the player shoots.  
> Version 10.   
 - Attempted to fix shotgun spread functionality – the spread was too high so would never hit.  
 - Started adding sound effects to GameObjects for future use.  
 - Changed the shooting functionality to only hit one enemy per bullet, with an exception to the Sniper/ Umbrella.  
> Version 11.   
 - Removed pickup functionality on certain objects which seemed too big to pick up – tables, the entire bar counter, etc.  
 - Re-added collision and pickup functionality into the new map.  
 - Added in the visuals of enemy projectiles being shot at the player.  
> Version 12.  
 - Fixed the projectiles not always going towards the player. (Dawid helped)  
 - Added in more enemies and new assets for new areas, including collision and pickup functionality.  
> Version 13.  
 - Added in most of the enemy revival functionality.  
 - Completed the enemy revival functionality by resetting the “death” trigger. (Dawid helped)  
 - Added in weapon pickups to swap between weapons.  
 - Added in lighting and movement of the weapon pickups so the player knows to interact with them.