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| **STUDENT NAME** | Dawid Hojka |
| **PROJECT NAME** | DPS: Drunk Person Shooter (Group Project – Team 20) |
| What do you think went well on the project? | I am very satisfied with how quickly we have managed to come up with possible solutions to the brief and within the first two weeks we had a certain idea of what we wanted our final game to look like. For the most of the time during the 12-week project, I think we as a team were doing pretty great. Most tasks were getting completed on time and properly logged on JIRA as well. The communication was pretty good as well, especially at the beginning when we were still figuring out what kind of game we would like to make. Regarding management I think we did a pretty good job as well, mostly made sure to write down detailed minutes, as well as making sure all work is logged on JIRA and committed to GitHub, at least until the last few weeks of the project.  In terms of the actual game we have managed to create, I am also very satisfied. There are few features we weren’t able to deliver on (i.e. a more diversified weapon system, health pickups etc.), but other than the game is fairly close to what we wanted it to be from the beginning. |
| What do you think needed improvement on the project? | For one, whilst the communication wasn’t terrible, sometimes we would take a long time to respond to each other and occasionally we weren’t notified on time on whether people could make it to the meetings or lab sessions. Tasks on JIRA was also logged at the end of the sprint and sometimes not at all, making it harder to track progress for us, and despite constant reminders we still mostly continued to keep waiting until the last day to update JIRA. The last few weeks of the project went very badly as well, as people were less motivated to do the tasks, meaning that many tasks were left unfinished and so the final product suffered since we weren’t able to playtest the game well enough. |
| 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 I was a reliable member of the team. I almost always completed the tasks given to me, produced a substantial amount of high quality assets for the game and always tried to make sure the management tasks were completed on time (well, until the last few weeks that is). I was always present on team meetings and lab sessions, except for few occasions. I think that my basic Unity knowledge, as well as artistic skills were an asset to the team.  I do think that my communication wasn’t as great as I wanted it to be. I often responded very lately to other team members on Discord. There were few times when I have forgotten to write the meeting minutes for the meetings that we have done, which I was very bad as it only hindered the transparency of how the progress of our game is going. |
| **OVERVIEW** | Overall, despite those last few weeks which did not go as planned, the whole group project I think went very well. We aimed to develop a certain game, and we have managed to come close to it. |
| **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?** | Well one of the things is to make sure that the management is taken care of properly, so all meeting have their sets of minutes and all tasks on JIRA are logged as soon as they are completed, rather than logging them at the last minute. I believe that any management issues could be prevented by having constant reminders that it needs to be done as soon as possible, so it’s later not forgotten. So this is definitely one of the things to keep in mind.  Communication is probably another aspect that would need to be improved upon, especially by myself, so that all team members know what to do, when to do it and what needs to be done next. |

**Asset List**

Assets that I have produced include:

* All 2D enemy designs and spritesheets – 6 designs in total:
  + Including the animation spritesheets for running and death;
* All particle effects:
  + Enemy death effect;
  + Enemy shooting effects (3 different effects in total);
  + Weapon shooting effects (6 different effects in total) – However none were implemented in the final game;
* I have also helped with implementing systems into the game in Unity, though this is more of a collaborative effort with Anthony Skipwith. The systems I helped with include:
  + Enemy shooting.
  + Enemy deaths (mostly about playing the animations and effects when they die).
  + The starting menu.