**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** | Lenneth Dayaon |
| **PROJECT NAME** | Group 21 Game Project – Gambler’s Run |
| What do you think went well on the project? | The art style fitted the theme of the game well  There were consistent meetings held every week and sprints always updated every week. |
| What do you think needed improvement on the project? | Firstly, I think communication could have been improved. The discord chats and meetings were always consistent, but I felt like to work as a part of a team, we could have communicated to each other about our game more. About the process and the decisions, we wanted to make. For example, the behavior tree that was decided to code our AI, should’ve been discussed between the group because it turned out to be overscoping. It slowed down the progress of our game and I feel our game would have been more than a prototype if we hadn’t lost those weeks.  We could also communicate our ideas to each other more, not be so over the top with it, but have some considerations just to show our engagement with the game. I understand that the game we were making, not everyone was into it, but everyone in the team always had a choice for how they contributed. Personally, at times it did feel very isolating working in this team because even if we talked about what our tasks were for the week, it all still felt very disconnected. Working on those different parts but not really working together. In the jams, we would focus on our own jira tasks and would only consider what the game needed by what people wanted to work on and not on where we can progress from here.  I felt like the progress of the game could have been communicated better in the group, just so everyone would be clear on the direction we were heading. Just so we didn’t have to have the same tasks every week because as a collective we could all talk about what is needed next for our game for next week and focus on trying to get the prioritized tasks done, the best and as soon as we can.  It gives the game progression momentum as weekly tasks can be completed. I felt like despite trying to communicate to be sure that team members can do the work every week and also making suggestions and tried to understand if it was really okay to be setting those tasks for them. My team member’s communication and confirmation always fell in the same pattern every week and tasks continued to the next sprint to the next. And this happened very often.  Another big improvement the project needed was better organization. I understand now that folders are helpful to our programmers and to ourselves and this is one I have been trying to work on to help with the game to be organized and to make it easier for the programmers. I also think that team members can also be organized with themselves. The task isn’t just up for it to be a part of the game, it’s there to show what the individual can do. Members can organize their week better to be able to get the amount of work they have communicated and confirmed to be done by the end of the sprint. Again, I understand that not everyone was into our game, however, there is always room to be proactive. We could’ve communicated what we really thought and felt about the direction of the game and discussed it, instead of just going with the latter and just letting the weeks roll in until we found it was too late to make back that progress. |
| 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 thought that I had contributed well in the group in my project management position. I always tried to track the weekly work as I wanted to work with Scrum as Jira made it a good opportunity to try.  With the quantity of work that I did, I always made sure that every week I could do a comfortable amount of work without over working myself. I also had to make time for when we needed to make assets quickly or takeover other tasks for my team members, so I had to set myself tasks that were doable for the week. I made sure they were task that contributed enough to the game to add progression but can also be completed in that week. I did slip up one week but I did message my group to tell them what was happening. As for the quality of work, I really did try. I have done my research and made moodboards whenever I made design decisions e.g. Theme and Level Design. I always tried to make sure that when creating assets I considered how it fit to the game overall and how to make it visually pleasing. I did however, wanted more playtesting with a working prototype. Which we didn’t have at the time. This is so I could make changes to the level design if I needed to.  I think I was reliable as a team member being the group project manager. I took it as my role to always make sure to listen and to discuss if any team member wanted to talk about the game or if they couldn’t do a task. I always tried to make sure to be flexible with my work so my team mates can rely on me getting more work done if it was needed e.g. replacing some assets. I had to make sure that they can be made in the space of the jam and I had to make sure that I could be reliable to be able to work with problems arising. E.g. the presentation with one team member missing and no video. Being able to carry the team when it was needed.  For my behavior, I did find myself stressed at times but it never really stopped it from getting in the way with getting the work done. I did however, get very stressed out, especially when I felt like tasks were just being sent to the next sprint again or that I didn’t know how the game was doing. I did always try to keep it professional and light, not that it always came of that way, when we had group meetings. I know with my work ethic, I do get very stressed because I do think of things done in a certain way e.g. the presentation. I do get very nervous for public speaking and when things don’t go to plan, I do find it very difficult to stop believing that I am going to do terribly and to keep calm as my nerves are raised already. I can be a very stressful person to work with as I always consider the worries and the what ifs, that are only good to a certain degree. However, I wouldn’t allow to get to the point where it is irrational. I get stressed and worried because I want to do well and I want to be able to not only allow myself to do my best but for my team to also try their best as we are all working together on the same project.  In terms of spotting problems, the way I always wanted to go about doing this is getting play testing done; people get to experience it when they play and give you feedback straight away. This is the easiest way to be able to spot problems that are wrong in your game at any stage. However, we lacked playtesting as the game didn’t have enough for it to be playtested, in the mid weeks of our project. This was a problem in itself but our games had bugs and code which wasn’t working or creating more bugs. Unfortunately, it was out of my skillset and there was a communication barrier about how it should be programmed.  I’m not always very good at spotting problems but I always keep a look out. When dealing with level design, I always try to see if I have missed out on anything to add and if everything is in the correct place and I have always tried to make sure I do my tasks so it is ready and complete to put into the game e.g. while putting in my level design into Unity, I had made sure to put in collisions and lighting for the objects in the game and communicated with my other lead, to see if there was anything else I could add. Trying to alleviate problems from arising.  Whenever there was a problem we had come across, my thoughts were always on how we could fix it and I proactively tried to contribute the best I can. E.g. When our group had a discussion with Rob about how the game maybe overscoping and how we needed introduce the mechanics to the player and also how to challenge players. I went about how the level design could help with that and tried to describe to the group the process of the tutorial stage and the discussed the quantity of weapons we needed and how many levels we needed and the way we could go about the feedback given. I did find this very difficult to do as it did feel like what I said was being disregarded because I was being told by group members that what we had was fine and that I didn’t have to worry about the feedback.  Problem solving wasn’t always easy, but I always tried. |
| **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?** | The most important lesson I think I can take away is not to get so stressed with team members. I am fully aware that when things go wrong I may react badly and it’s not in a malicious way and not meant to cause harm, as it’s only because I do care about the project itself. When people do tell me that work hasn’t been done again it does halt the project in its tracks and I understand people have their own lives and it may not always be so easy. But I should not take their work ethic personally when I get stressed. It’s difficult but it is also things out of my control and I just want to not worry about it. I have reached out to the lecturers with how to deal with this and that had been helpful as it is difficult and that its okay.  Another lesson I want to takeaway is that it isn’t always easy working in teams and that to be able to work in a team people have to be willing to make it work. The thing is that it isn’t always the case when people work in teams. There are going to be communication problems and people will make mistakes or make the wrong decisions and there will always be should’ve done this or we could’ve done that. And that I have to learn to not get hung up on it and to just take it as it is.  Another major lesson I want to take is that working in scrum does make a difference as it teaches you how to get work done every week to progress the project to its final outcome. I felt like this process helped so much with creating the game as it did have room for tasks that needed more time to get done, but I always felt like the tasks that I tried to set every week would at least still be progress despite the repeated tasks, the bugs and problems we faced. It didn’t fix tasks that didn’t get done as that depended on people getting it done. But it always outlined always kept on track of work each week. I want to always make sure that I can apply scrum in my group projects to make group projects have better structure and direction each week. |

**Asset List**

Week 1

Moodboards and Research

* Casino setting moodboards
* Player character moodboards
* Enemy moodboards
* And Casino setting research

Week 2

Making Assets to build level design

* Carpet asset
* Cash exchange machine asset
* Sketches of level design
* Slot machine assets

Week 3

More ideas or level design

* Sketches of level design ideas
* Level design research
* Digitalizing level design on Photoshop

Week 4

Making more assets for the level design

* ATM – front, sides and back assets
* Big slot machine – front, sides and back assets
* Cash office - front, sides and back assets
* Enemy - front, sides and back asset
* Single slot machines - front, sides and back assets
* Created a design document
* Flooring assets

Week 5

More asset making

* Bar asset
* Double slot machine asset
* Flooring asset
* Player Character asset - front, sides and back
* Restaurant assets
* Table game assets
* Wall assets

Week 6

Animations

* Player Character Animations
* Enemy Animations

Week 7

Continued making animations and this was the week where I struggled to get work done. I did communicate this to the group so there should be a screenshot of the discord chat in the Communications section.

My tasks were to continue Player Character and Enemy animations to completion

Week 8

Asset making

* Remaking the game menu buttons
* Modified the walls texture

Week 9

Animation making

* Door Animations for every wall

Week 10

The week to plan out easter vac tasks that can be done

* Didn’t do work over the easter vac

Week 11

Asset making

* Made the splash screen for game menu screen
* Created a Text Tutorial
* Play testing

Week 12

* Remade the Cross hair
* Got the game ready to be uploaded to itch.io