**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** | Macaulay Page |
| **PROJECT NAME** | Group 4 game project |
| What do you think went well on the project? | I think some of the communication between us was brilliant. Our use of the app discord allowed us to be professional in approaching others if we ran into any technical difficulties. I think also the work rate at times was good and the delegation of jobs was fair. I thought the ability to problem solve quick was a skill we all used if people |
| What do you think needed improvement on the project? | We needed to tone down on the amount of content we put into the game. I think we over scoped on several subjects. For example, the main thing we over scoped on is the amount of levels we wanted in the game. In theory we thought 3 levels and a boss could be done but, we were just setting out too much for everyone to do in the end. The amount of work we set out was too much. |
| 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. | My work contribution I felt could be a lot more as I felt in certain aspects I could have done more. I tried to be as reliable as I could to help Lenneth, Jordan and Asabi with the group project. I thought my behavior on the project was professional and I thought I upheld myself to a high standard. I also thought that my attendance was an indicator on my behavior as I only missed one session the whole semester, but I notified the team on why I won’t be attending the lesson. I wasn’t the best at spotting problems as I am not the best person to ask but I tried my best at spotting them to help. |
| **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?** | To make the game realistic to achieve within the allotted time. Make sure we test the game quickly after building it. Don’t use ai when you have 12 weeks as its going to be a pain to figure out for everyone who aren’t the best at coding. |

**Asset List**

**MenuButton.png Menus**

**New Piskel (3).png png files**

**New Piskel (8).png Add files via upload**

**New Piskel-20190227-125355.piskel Add files via upload**

**U.jpg Add files via upload**

**aim.png Add files via upload**

**ak 47 asset-20190217-142552.piskel Add files via upload**

**ak 47 asset.png png files**

**button gold.png Add files via upload**

**button.psd Add files via upload**

**desert eagle.png weapons 2 wave**

**door\_2.png Add files via upload**

**doors2.png Add files via upload**

**double barrell shotgun.png Add files via upload**

**double pistols.png weapons 2 wave**

**fonts Create fonts**

**fonts.docx Add files via upload**

**game over button.psd Add files via upload**

**game over.psd Add files via upload**

**grenade.png weapons 2 wave**

**katana (1).png png files**

**katana -20190217-140148.piskel Add files via upload**

**magnum-20190217-144123.piskel Add files via upload**

**main menu machine.png Add files via upload**

**molotov.png weapons 2 wave**

**quit.png quit**

**roulette wheel 3.png Add files via upload**

**roulette wheel.png Add files via upload**

**roullete wheel updated -1.png.png The roulette wheel updated**

**roullete wheel updated -2.psd Add files via upload**

**slot 1.png menu button slots**

**slot 2.png menu button slots**

**slot 3.png menu button slots**

**sniper asset (1).png png files**

**sniper asset-20190217-143635.piskel Add files via upload**

**sword asset-20190217-135748.piskel Add files via upload**

**sword asset.png png files**

**temp Create temp**

**tommy gun.png weapons 2 wave**

**ui sketches.docx Add files via upload**

**weapon wheel colour.png Add files via upload**

**weapons intial designs .docx drawings for the weapon**

**weapons.docx**