**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** | Joshua Donnell |
| **PROJECT NAME** | Twisted Worlds |
| What do you think went well on the project? | Basically everything. We were reasonably in scope and worked together really well, I feel. Everyone usually turned up to sprints and everyone seemed to have kept up with their development tasks week on week. |
| What do you think needed improvement on the project? | Not much honestly. I think we definitely needed more time to polish and fix bugs at the end as there still were some in the final build. Other than that, I think we did really well as a team with this project. |
| 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 think my own contribution could have been better. I got distracted often and failed to turn up on a few occasions. I feel like, when I was in the right state of mind, I was able to work well and efficiently with my time, getting all of my tasks done to a good standard, however I fell like I definitely failed to do so on too many occasions for me to be completely happy with my own performance over the project’s development. I also was not very good at spotting problems. I could see the obvious ones but the other issues deeper into development and during bug fixing were hard for me to spot and fix. |
| **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 main thing that I feel I have learnt is how powerful a good working relationship with other team members is. Having that cohesion and that immediate attitude of comradery helped so much in dealing with the pressures and stress of actual game development. I also found it extremely helpful that we immediately set out a style guide and a layout for the project going forward. This helped me focus what I was doing and helped keep me organized with my work on the project which is something I usually struggle with a lot. |

**Asset List**

**DroppedMoney.cs**

**MenuScript.cs**

**MoneyPickup.cs**

**Movement.cs**

**PlayerController\_Backup.cs**

**UIManager.cs**

**PlayerAttack.cs**

**PlayerController.cs**

**PlayerPrefsTest.cs**

**Coin.prefab**

**UIManager.prefab**

**Teleporter.prefab**

**EnemyParent.prefab**