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| **STUDENT NAME** | Alex Mednick |
| **PROJECT NAME** | Twisted Worlds – Group 22 |
| What do you think went well on the project? | I think we hit the ground running, we were organized from start to finish and as such everyone always knew what was expected. We had a style guide, design document, roadmap and clear vision from very early on.  Everyone’s contribution was based on their own ability and expectations were realistic and achievable throughout.  I think we were willing to cut ideas and content when it stopped being achievable and kept our scope fairly well controlled.  Sean’s contribution to the game should be noted, not only was his level design and artwork quintessential to the deliverable, but he did a noteworthy amount of code too. He was a real asset and a pleasure to co-manage with.  I feel we complimented each other very well and acted consistently as a unit. At no point did we undermine or question each other, and both respected the others abilities and strengths. We shared all elements of management, with Sean building Sprints, myself Minutes. Both of us planned work and both of us verified tasks.  I take pride in the quality of support and coaching I provided Josh. I feel that I kept his tasks achievable and when he struggled I provided assistance an guidance either in person or online. |
| What do you think needed improvement on the project? | As ever, Feature creep is a huge issue, We would agree new features and only when I went to code them would I realise they were not a priority vs bug fixing and polish.  I really wish we’d got Joe’s feedback a little sooner as we would very much have liked to implement it in the game and have already begun planning for how it will be possible in the next version.  I’m disappointed at the lack of sound effects, loading screens and boss fight but sadly they were simply out of scope.  I feel I spent a lot more time coding the game than I had originally intended and this had a very noticeable impact on the quality of the Audio which I had hoped to put a lot of love into. It was simply a matter of prioritisaion, It was more important for me to make sure the game worked than to give the audio which would not be graded attention to detail.  Finally, many many of my hours are unlogged (as the github commits will show) as I often found myself working on tasks which had been assigned to others and not completed or bugs which took priority over new features. I feel I could have better planned tasks to give myself things to log against.  I feel the player, and other 2 enemies should be animated and would have liked to get those assets. |
| 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’m very proud of my level of commitment to this project. I feel I built the overwhelming majority of the game, all of it’s audio, support for others and the majority of the QA.  I feel there were weeks where I didn’t do as much as I’d hoped too, but ultimately I have been consistent, have 100% attendance and have been not only contributed to my own project but to many other peoples. I like to feel like I kept my team motivated and dedicated even at times when they clearly had stuff to worry about.  I feel like my rigorous approach to code consistency made the project modular and expandable, allowing it to be the framework for a far larger project.   My only regret is that I over-promised and under delivered on audio. |
| **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?** | It’s been a tight project and I’m very happy with how it operated for the most part.  the major lessons for me are no to be afraid to call people out if I feel their work is not to the usual standard or volume. I chose to air on the side of caution rather than risk demotivation, but the expense is explained above.  In my next group project, I’m going push for something simpler with less mechanics and features as it will give me time to work on the thing I really want to showcase in a group game: Audio. |

**Asset List**

Code:  
approximately 80% of the code is my work:  
- Spawning  
- Checkpoints  
- Movement (player)  
- Attacking  
- Knockback  
- Rotation   
- Animation (attacking, damage flash, turning, etc)  
- Money physics  
- Win conditions and screen  
- Damage / Health (player + enemies)  
  
Prefabs:  
- Player  
- Enemy  
- Artifact System  
- Respawn system  
- Pause system  
  
Audio:  
*all audio.*  
- OST made of 3 primary tracks forming a combined total of 7 tracks.  
- Sound Effects (only artifact buzz and pickup sounds are used)  
  
Bug Fixing (not including in my own code):   
- fixed errors with how the coins spawned  
- fixed errors with how scenes load from main menu  
- fixed errors with coins / HP not being read / written correctly between scenes.  
- Fixed issues from web build  
  
Additional:  
- Repository layout  
- Code Style Guide  
- Project Structure  
- Implemented most of the assets into engine  
- Implemented all audio In engine