**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** | Sean Turner |
| **PROJECT NAME** | Twisted Worlds |
| What do you think went well on the project? | I think the game was largely a success overall. We produced a functioning game which offers a short experience with challenges and locations for the player to explore. Our solution to the brief was interesting and we received positive feedback on the game concept.  Playtesters mostly enjoyed gameplay and appreciated the theme and art. There were some observable emotional reactions to certain assets and events in the game.  Although the game was not finished and is lacking polish in some areas, I believe it was mostly reasonably scoped for a 12-week project. Delays in production arose from unpredictable bugs and complications which we could not have accounted for from the outset. The MVP was playtest-ready with some weeks remaining, so we were able to begin playtests and receive feedback. Unfortunately, some technical issues took dev time away from iterating based on that feedback. If we had been able to iterate more, it would likely have resulted in a better product. Despite this, multiple improvements were made based on playtests, especially in the areas of level design and teaching the player.  The project enabled all group members to contribute according to their abilities and learn skills related to group work. The delivered product contains code and assets from all team members. I believe each team member will have learned and benefitted from the experience.  Teamwork and communication were good throughout, and it was rare that a team member would have an issue and not inform one of the project managers in good time. The discord server was used consistently. Co-managing with Alex was a pleasure and we split management tasks between us evenly. We prepared for upcoming sprints well using our backlog and a Gantt chart so that the team were all on the same page. Sprints were planned with redundancy so that incomplete tasks could flow into the next week, or be completed by another member. |
| What do you think needed improvement on the project? | The deliverable product was lacking in some areas. A key concession resulting from time constraints was a narrative context for the game, and a more character-driven plot. We had some ideas for this but would never be able to implement them within the scope of the project. This means the game is lacking some of the emotional impact it could have given players.  The game’s ending also lacks impact. At the very early stages we would have liked a boss fight to end on, although we soon realized this was out of scope. With more time to develop narrative I think we would have found a more satisfying way to end the game.  The submitted game features some bugs and technical problems which were not in scope to be fixed. Some have the potential to be game-breaking, but these occur rarely. A tighter limit on new features added during development could have ensured that the included features were more polished and thoroughly bug tested.  Much more playtesting and iteration to improve the game would be ideal. I think our game is good but has a lot of room for refinement. |
| 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 contribution was consistent, and I am proud of its quality. I produced a lot of art for the game as well as designing levels. This is work I will be proud to display on my portfolio.  I distributed my own workload effectively by putting in extra hours early on to relieve assignment weeks at the end. Since most of my work was art assets, not much of it was a blocker on any subsequent tasks. This meant that I could spend time on the project when I was most motivated and produced my best work.  As a manager I believe my communication was good and I helped Alex make sprints which were deliverable and sensible. I helped to determine milestones for us to reach as a team and I organized tasks so that work would be completed. |
| **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?** | A key lesson is to not underestimate the time needed to bug fix and deal with unexpected issues. Although I am proud to have worked on an ambitious project, I have learned that tackling too many goals can lead to ever-increasing numbers of tasks. My next group project will be smaller scale and more refined for a high-quality deliverable product.  I have learned a lot of management skills from the experience. For example, dealing with members who are not always able to attend and organizing their work so that it is still completed. I have also learned to set tasks which have quantifiable goals so that work can be measured and is not dependent on a member’s motivation. |

**Asset List**

* All World 1-Specific Art (20 Sprites)
* All World 2-Specific Art (23 Sprites)
* All World 3-Specific Art (8 Sprites)
* Art for Artifacts (2 Sprites)
* Checkpoint sprite
* Art for Tutorials (4 Sprites)
* World 1 Level Design
* World 2 Level Design
* World 3 Level Design
* VFX for Artifact Animation (2 Particle Effects + Animated Text)
* World 1 Smoke Particle Effect
* World 1 Additions from World 2 Particle Effect
* VFX for World 2 Sky (2 Particle Effects)
* VFX for World 2 Sky When Corrupted (2 Particle Effects)
* World 3 Rain Particle Effect
* Flying Enemy Code
* Feature Additions to Moving Platform Code
* Feature Additions to World Rotation Code