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| **STUDENT NAME** | Joseph Shuttlewood |
| **PROJECT NAME** | ‘Eratication’ – Group 23 |
| What do you think went well on the project? | * The project was met with enthusiasm from the start by all team members, everyone was agreed on the idea we would go for and was contributing their own ideas on how we should go about things. * Pair programming was used a lot during the jam sessions, and it allowed myself to teach a lot of things I’ve learned from Unity to the first year programmer in the group, and I also was able to pick up a few tips from him too. * In general up until the last few weeks, where easter break and other assignments may have pushed the project down peoples priority lists, people were delivering work on time and to a good standard which allowed us to develop the project on pace with what we were expecting, and upload a finished product at the end. * Communication was kept consistent and frequent when required for any support from other team members. The discord was used often to ask and answer questions about tasks. |
| What do you think needed improvement on the project? | * We never got the chance to properly play-test, perhaps we over-scoped the project by trying to introduce AI elements which ultimately didn’t result in much for a fair bit of work; it resulted in us developing to finish the project right up to and including the last jam session. * Jira was not understood fully by some members at the start of the project, and we ended up with one group member having almost no hours properly logged despite having completed all their tasks. |
| 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 feel I contributed a fair and reasonable amount to the project, probably totaling 50% of the programming work (Unity scripts mostly), a large portion of the Unity project set up and Github management, and project management mostly for the programming side of the project but also some general management too.  My work was of sufficient quality that we never had to go back and re-do any of it, some was scrapped in favour of the other programmers idea but this was an expected goal of the way we worked in the first few weeks; we would both come up with a solution to a problem, and assess each others and implement the one we liked the most.  I was reliable through the project in terms of work completed, although I did miss 2 Jam sessions which I did inform the team of on both occasions; one Jam session had only myself attend from the team and I relayed back in the form of notes any information from the session the team needed (Notes from 1st May session on Github/Communications).  From a project management position I was always available to help out other team members via communication on Discord, I went through the first year programmer’s work and relayed feedback to him on it on a frequent basis in the Jam sessions. |
| **OVERVIEW** | If I had to conclude the project, I would say I am satisfied with what we managed to produce, given that the first years had little Unity experience and we over-scoped with what we wanted to achieve. We ended the project with a playable game, and everyone contributed a fair amount to the team and we had no major hiccups along the way. |
| **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?** | * Communication is vital to the success of a project, you must always be detailed in your description of tasks you set for someone and if possible, talk through it with them too. * Communication needs to happen frequently at **every stage** of the project, not just during development tasks – planning, introductions to the team, conclusions & feedback about how things are going all need to be communicated to have a smoothly running group project. * People need to be held to account for the work their produce or do not produce but were tasked with. I don’t mean this in a negative manner, but in the form of feedback and consideration about their abilities and what would be fair expectations based on those if they are struggling to fulfill tasks entirely. This is not something we particularly had issue with during the project, but is something I’ve seen as an attitude from some other groups I.E. “’Group member A’ isn’t doing the work, he’s useless.” Rather than constructively working towards what they would be able to produce instead. |

**Asset List**

* **Unity project set-up, scene linking & management & build settings.**
* **In-game UI & progress bar**
* **Main menu set up and menu-linking:**
  + **Main Menu**
  + **How To Play Menu**
  + **Quit button & functionality in & outside of Unity**
  + **Play button functionality**
* **Scripts:**
  + **RatMovement.cs**
  + **PlayerMovement.cs, in tandem with Kacey.**
  + **BaitSnap.cs**
  + **Enemy.cs**
  + **Partial work on MoveObject.cs, mostly Kacey’s script.**
  + **RatKill.cs**
* **Particle system for rat deaths (not used)**
* **Rat Prefab**