**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** | Kacey Evans |
| **PROJECT NAME** | Eratication |
| What do you think went well on the project? | I think the project overall went well. While we had a few hiccups, we were able to smooth and sort them out. These small things didn’t overshadow the problems we faced when making the game and if anything helped make it what we ended up with |
| What do you think needed improvement on the project? | Lack of time. We were not able to implement sound and if we had more we could possible have included animations as well as smoothing out some small bugs and texture glitches. |
| 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 behavior, whether you were proactive in spotting problems. These are the key qualities of a professional. | I believe my contributions were substantial to the team. Not only in aiding to make the coding side work but also to helping streamline parts of code to make them robust and help to bug fix along the way as we found small issues. I also completed all my tasks when needed to as well as asking for help while not often, when I needed it. Otherwise I feel I could have been slightly more proactive towards the end with fixing some vital issues that could have been prevented if they were found earlier. |
| **OVERVIEW** | Overall, I think the project was a success and I am personally happy with what we as a team managed to achieve over the duration of the project with only small issues now hindering it which is an overall success. |
| **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 key. If there is an issue it needs to be addressed. Everyone needs to work together. If people don’t get along it doesn’t matter when it comes to the project.  And don’t overachieve. By this I mean don’t set the goal extremely high to that you won’t be happy with the outcome. Make It achievable before you start adding more. |

**Asset List**