**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** | Andreea-Cristina Mazarianu |
| **PROJECT NAME** | Eratication by Group 23 |
| What do you think went well on the project? | * Communication went well through the entire period of development. There were no major problems that arised and were not communicated in advance. This made it easy to fix issues in time and efficiently. * The standard of work was kept to a good level from the start to the finish of the game. There were no problems regarding quality after verifying it. No work needed to be put back in the progress section on Jira because of this aspect. * Considering the amount of work needed for this game to be fully functional, I would say the work flow was kept at a rather fast pace. Even though playtesting was postponed because of the slower progress of the programming team (which was expected when working with AI), the game reached a playable stage. |
| What do you think needed improvement on the project? | * Iteration based on playtest could not be implemented since it mostly happened in the last weeks of the project. Even so, the iterative process was present during development: initial ideas were changed for what the game would be; we always tried to make the game more engaging to the player by adding different proprieties to the ‘bait’ items, reducing the number of bait that would grant more points and making it harder to spot in a land full of ‘waste’. * Some of the tasks were set after the sprint has started. Even so, it did not have a major negative impact on the work produced or the time it was produced in. |
| 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. | Personally, I tried to focus both on the management of the team (with a more predominant focus on the design part most of the times) and on helping with the production of assets for the game. The quantity of assets produces may not be exceeding the amount produced by the other designer in the team, and that is mainly because of this balance between management and production that was set as an initial goal for myself. Even so, quality standards were always expected to be high for each member of the team, including myself. Therefore, I strongly believe that what I have produced was at a good standard for the time constraint given.  As a team member, I consider myself reliable for the following reasons:   * the tasks were always completed on time with no need of being improved in terms of quality * always aimed to complete all tasks before the end of the sprint and succeeded in doing so (only few exceptions for tasks that remained unfinished) * as a manager I was always available for questions and for solving problems whenever it was needed, even if it was late at night. * always present for the group jams, with exceptions that were announced in advance to the rest of team * even if my focus was on the design part of the team, I have always discussed about progress, issues, finding solutions, time management for tasks with the programming side. * always tried to spot problems as soon as possible such as communication not being kept public to the rest of the team in the early stage of the project. (see Communication Pictures on GitHub) This problem was solved by creating servers on Discord separately for Programming and Design so that direct questions for one of the two sides would not be kept in private chats with no possibility for the rest of the team of seeing it.   From the start of the project, as a manager, I tried to keep a professional, yet friendly behavior towards my team mates. I always took into consideration their interests and their work flow whenever setting tasks. For example, Tomas was rather inclined to do more 3d modelling for the project. Even if he doubted his abilities in the beginning, setting tasks of this type for him not only proved to boost his confidence but also helped him with developing a faster pace of development from task to task. |
| **OVERVIEW** | Overall, even though we may have over scoped with our game idea, we succeeded in delivering a playable version of the game and this is a result of the attitude of the team towards the project as everyone was dedicated to it, producing good quality work at a fast pace and being very responsive whenever required. |
| **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?** | * Take into consideration everyone’s interests. When working on something that they are passionate about, people tend to take more responsibility, produce a better standard of work and at a faster pace. * Every issue has a solution and development does not need to be stopped if problems occur. (example: development for the design team continued even though the programming team was facing difficulties sometimes) * Communication is key and acts as a cushion when preventing existing problems to impact the project or the team members. * Always work using references, it makes working on assets easier and prevents discrepancies in style * Develop with MDA in your mind so that whatever iteration occurs the outcomes would be the desired ones * When managing a team, be strict, yet understanding because without being strict work flow does not keep being good, but without being understanding inner conflicts may appear, creating tension within the team. |

**Asset List**

* **Fast concept for map level, outlook of the level**
* **3D assets for Rat, sign to shed, car, garbage bag, garbage bag pile, instruction board, shed (modelled, textured and exported as FBX)**
* **2D art for: rat\_danger\_bar\_levels, rat\_danger\_bar (+ preview for rat danger bar), play button, quit button, instruction button, timer, rat, main menu, main menu v2, main menu v3, confetti particles**
* **Asset placement in Unity (the majority of them, excluding the gate, fence, grass, junk yard sign)**
* **Design Document**
* **Playtesting questionnaire**
* **Research work on genre and shooting mechanic**
* **Mood boards on art style, setting, low poly assets, possible assets**