**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** | Tomas Pribyl |
| **PROJECT NAME** | Eratication by Group 23 |
| What do you think went well on the project? | The game is in a playable state. There were no problems in communication or Jira management and every work has been completed on time. Communication with whole team went well through the entire development. We all agreed on a game genre and type. There wasn’t needed any extra time for development. Everyone did their part. |
| What do you think needed improvement on the project? | There wasn’t enough playtesting. Many things were first time experience for us – creating AI and making it perfect. |
| 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 did my best in creating all necessary assets signed to me – 3D baits, traps, etc. I think I’ve made a lot of appreciated assets. There was time for more assets but were not necessary. Therefore, I could focus on improving existing assets. I have always communicated, and we knew what the other ones are capable of. |
| **OVERVIEW** | We made a playable game. Working with my team was brilliant. I could do this all life. Everyone seems happy with the final result and so do I. |
| **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?** | Know how to effectively work with a team – communication and contribution.  Acknowledging unexpected problems and dealing with them.  It’s okay to start over.  Every problem has a solution. Communication is important. Always share ideas. |

**Asset List**

* **3D assets: hotdog,   
  apple,   
  banana,   
  bottle,   
  can,   
  cardboard box,   
  cheese,   
  trap,   
  fence,   
  gate,   
  grass,   
  ground,   
  junkyard sign,   
  barrel,   
  tire,   
  plank and a cake (made in 3DS MAX and exported as FBX)**
* **2D: moodboards, numbers, edited buttons for main menu (Play, Instructions, Quit)**
* **Skybox**