**Group 3 End of the Line Project Post-mortem**

Before doing this project, I wasn’t confident in my ability to lead a team of people; worrying about people who I was going to team-up with and if I will be getting along with them well or not. When it came to start of the group and meeting my team, everyone was bit shy including myself in terms of talking for the first time. Then everyone did an exercise involving people writing on cards and what we did was that we had to write down what is the most important thing to have in a team, half the majority including myself wrote down Communication, the other half of the class wrote Teamwork.

My team consisted of 3 people (including myself) as the 4th member was a no-show; don’t why that is but that’s the situation we were stuck with but at least it means that its less people to manage and potentially less clashing going in terms of ideas and personally. Alpeche Pancha is our co-project manager who is going Programming Level 5 and Andrei Dumbravescu is a Level 4 Designer.

Teamwork was a big factor in managing the team, when creating tasks for each member, I wanted to make sure that everyone was ok with the task and while they would be completed during the off-hours of lesson, the jamming sessions were pretty good, because we were sitting next to each other, we could see what each other was doing in terms of contribution to the game, there was a lot of times where we gathered on the same screen to help out with a big issue with the game.

The majority of this was on the Programming side where because Andrei and I were Designers, so we are not that knowledgeable in coding, but we tried to help anyway. Because of this, Alpeche was able to ask us designers to create recommended all assets while he fixes and playtest the game. This carried on throughout the rest of the project and with tasks being completed on Jira before every deadline, this meant that progress was always being made every week.

Communication with the team however was okay, it wasn’t good as what we should have but it wasn’t bad as in hardly no communication with any team member. When the jamming sessions finish, we expected each other to do the Jira task later within the sprint and if anyone needed any help, then email anyone of us to help resolve the issue. But everyone managed to complete the tasks without any issue apart from a few times when communication was being made in the latter stages of project.

At the start of the project we were using Outlook as a way of communication and raising any issue with the project and Discord was used for talking regarding any other subject apart from the group project. But there was hardly emails to each other and we continued talking on Discord, so we decided to use Discord to talk about the group project overall, the communication did improve from that decision but there were some points where we didn’t communicate at all, like when we were using Outlook.

How this could’ve been resolved is that I should’ve done weekly check-ups on how everyone was doing and ask how they were doing on their tasks, but I have been messaging the group in terms of the deadline getting closer, so I was just letting everyone know that it was getting close and a heads up to the group. As a project manager I should’ve done a better job in terms of asking how things were, so I should take responsibility for this.

In terms of how the game turned out, I would safely say that our game turned out be a success, thanks to Andrei conducting playtests in the later stages to see if there were any issues, we were able to fix our game in an iterative cycle of production, the game itself functioned well as in was playable at the halfway point of development, the second half of project was fine tuning the game and adding more things to help with the polish, but did have to change our mechanic slightly but it wasn’t an overhaul as I was expecting, we change the drag and drop mechanic and made a select and click mechanic where player selected a numbered key (1,2,3 and 4) in reference to the available tracks on the top of the screen, then click on the current track and a new track will appear but during playtesting, players were struggling to play to the game as they did not understand how to play so I made a in-game message to help the player understand what to do.

Unfortunately, there were some features we wanted to include like the RNG level generator where the level continuously spawns with new ledges and rock to avoid and spawning of collectables the player will try to get while playing, this feature was too complicated to implement but if we had more time then perhaps it would have been in the game.

Another feature we could’ve had implemented was a distance marker, so players would be able to visually see how far they’ve got via different faint colours, colours that would resemble a certain gemstone to fit with the mining theme of our game, but instead we have a distance score on the top left of the screen which is a substitute for the visual marker but a shame not to have it.

So in conclusion the group project for us I think turned out really well, as being a team manager I learned a lot about leading a team and now I know what I would focus on the next time I manage a team of people and my team worked very together and everyone contributed greatly to the project with great design and brilliant coding, although communicating was an issue at times but there was no fallout with one another so the project was able to run smoothly as I hoped it would, and being that every member of the team turned up to every session at 9am (although one member of our team was a bit late for one session but still turned up but I won’t name him so not a perfect turn up score, joking aside its great he showed up and puts in great work every session) led people to show that the people in our team was reliable and show that we care about our project. So, I think we can say again that our project was success and could not ask for a better group of people.

Asset list:

Other contributions:

Meeting Minutes sprint 1 – 5, 7 – 12

Short Weekly Post-mortems 1 – 10

Voice over for game walkthrough

Setting majority of tasks on Jira

* Achievement\_Milestone\_Amber
* Achievement\_Milestone\_Amerthyst
* Achievement\_Milestone\_Bronze
* Achievement\_Milestone\_Chrysocolla
* Achievement\_Milestone\_Citrine
* Achievement\_Milestone\_Emerald
* Achievement\_Milestone\_Gold
* Achievement\_Milestone\_Jade
* Achievement\_Milestone\_Onyx
* Achievement\_Milestone\_Platinum
* Achievement\_Milestone\_Ruby
* Achievement\_Milestone\_Sapphire
* Achievement\_Milestone\_Silver
* Achievement\_Milestone\_Tanzanite
* Minecart\_Animation\_Rotation (1-9)
* Minecart\_Asset
* Minecart\_Asset\_Enlarged
* Minecart\_Asset\_Bat
* Minecart\_Button\_Play
* Minecart\_Button\_Quit
* Minecart\_How\_to\_play\_message
* Minecart\_Logo
* Minecart\_Pop\_Up\_Game\_Over
* Minecart\_Pop\_Up\_Game\_Over\_No\_Buttons
* Minecart\_Pop\_Up\_Game\_Over\_Quit\_Button
* Minecart\_Pop\_Up\_Game\_Over\_Try\_Again\_Button
* Minecart\_Start\_Menu
* Minecart\_Start\_Menu\_No\_Buttons
* Minecart\_Inventory\_Ascending\_Track
* Minecart\_Inventory\_Descending\_Track
* Minecart\_Inventory\_Flat\_Track
* Minecart\_Inventory\_High\_Track