**PROJECT POSTMORTEM SUBMISSION FRIDAY 10TH MAY 2019**

|  |  |
| --- | --- |
| **STUDENT NAME** | Alpeche Pancha |
| **PROJECT NAME** | End Of The Line |
| What do you think went well on the project? | Overall, our group worked well together and as a team to deliver a playable game. Our game meets the requirements of the SUMO Digital brief and is well designed with good quality assets and gameplay. |
| What do you think needed improvement on the project? | Firstly, a couple of game features were incomplete due to time constraints. I believe that we could’ve planned a little bit better to have these features implemented in the final game.  The first feature was the distance tracker with milestone beams. Matthew was very keen on having light beams that informed the player about how much distance they had travelled, at different milestones (e.g. 500 meters, 1000 meters, etc). This was a technical challenge because our only level in the game was randomly generated during gameplay. It was not possible to incorporate the distance beams in the generated content easily, so we decided that this feature should only be implemented if there was time at the end for it.  The next feature was the random content generation. Although our level does generate content infinitely during gameplay, the way I implemented this feature is not optimal. There are only 6 different types of “chunks” that get generated, some with platforms and walls. This leads to the gameplay being too easy and predictable, even when the player speed is gradually increased to raise the difficulty. Due to the way I implemented chunks, they were not flexible enough to allow entities such as gold pickups, water, lava, and distance beams to be used. Although all these assets, and more, are visible in our demo levels, the final level does not include them because of this technical limitation, and it makes the game look a bit bland. |
| 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. | As the only programmer in the team, I feel that my contributions to the project were satisfactory. Despite only having one programmer, the game is functional and most features we planned for were implemented. I’ve already mentioned that I am not happy with the two features that were incomplete, and in hindsight I should’ve spent more time planning and researching better ways to implement them in the game.  As a team member, I attended every meeting and was always reachable via Discord, as seen in our chat logs. I often suggested ideas to the designers and always clarified their requirements before implementing the features they wanted. |
| **OVERVIEW** |  |
| **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?** | As a part-time student, it is vital to manage my time appropriately. Several negative aspects of the project that I have mentioned could’ve been avoided if I had better time management. |

**Asset List**

* MineCart/Content/2DSideScrollerBP/Blueprints/**2DSideScrollerGameMode.uasset**
* MineCart/Content/Character/**2DSideScrollerCharacter.uasset**
* MineCart/Content/Items/**MilestoneBeam.uasset** (unused in game)
* MineCart/Content/Items/Pickups/**ScorePickup.uasset**
* MineCart/Content/Level/**DemoLevel.umap**
* MineCart/Content/Level/**MainLevel.umap**
* MineCart/Content/Level/**MainMenu.umap**
* MineCart/Content/Level/**TutorialLevel.umap**
* MineCart/Content/Level/Background/**CaveWall1.uasset**
* MineCart/Content/Level/Chunks/**BaseChunkFloor.uasset**
* MineCart/Content/Level/Chunks/**ChunkFloor1.uasset**
* MineCart/Content/Level/Chunks/**ChunkFloor2.uasset**
* MineCart/Content/Level/Chunks/**ChunkFloor3.uasset**
* MineCart/Content/Level/Chunks/**ChunkFloor4.uasset**
* MineCart/Content/Level/Chunks/**ChunkFloor5.uasset**
* MineCart/Content/Level/Chunks/**ChunkFloor6.uasset**
* MineCart/Content/Level/Placeable/**ERailTrackType.uasset**
* MineCart/Content/Level/Placeable/**RailTrack.uasset**
* MineCart/Content/Level/Placeable/**RailTrackDown.uasset**
* MineCart/Content/Level/Placeable/**RailTrackHighStraight.uasset**
* MineCart/Content/Level/Placeable/**RailTrackStraight.uasset**
* MineCart/Content/Level/Placeable/**RailTrackUp.uasset**
* MineCart/Content/Level/Platform/**CaveCeiling1.uasset**
* MineCart/Content/Level/Platform/**CaveCeiling2.uasset**
* MineCart/Content/Level/Platform/**CaveCeiling3.uasset**
* MineCart/Content/Level/Platform/**CaveCeilingSpikes1.uasset**
* MineCart/Content/Level/Platform/**CaveFloor1.uasset**
* MineCart/Content/Level/Platform/**CaveFloor2.uasset**
* MineCart/Content/Level/Platform/**CaveFloor3.uasset**
* MineCart/Content/Level/Platform/**CaveFloor4.uasset**
* MineCart/Content/Level/Platform/**CaveFloor5.uasset**
* MineCart/Content/Level/Platform/**CaveFloor6.uasset**
* MineCart/Content/Level/Platform/**CavePlatform1.uasset**
* MineCart/Content/Level/Platform/**CaveWall1.uasset**
* MineCart/Content/Level/Platform/**CaveWall2.uasset**
* MineCart/Content/Level/Platform/**LavaFloor.uasset**
* MineCart/Content/Level/Platform/**LavaFloorAnimated.uasset**
* MineCart/Content/Level/Platform/**LavaFloorDeep.uasset**
* MineCart/Content/Level/Platform/**LavaFloorDeepAnimated.uasset**
* MineCart/Content/Level/Platform/**RockObstacle.uasset**
* MineCart/Content/Level/Platform/**WaterFloor.uasset**
* MineCart/Content/Level/Platform/**WaterFloorAnimated.uasset**
* MineCart/Content/Level/Platform/**WaterFloorDeep.uasset**
* MineCart/Content/Level/Platform/**WaterFloorDeepAnimated.uasset**