Group 3 – End of the Line

Project Postmortem

Before starting the group project and meeting my team members, there was one aspect of the course I hoped over everything else, teamwork. Taking in consideration everything that has happened in this semester, my team has showed this skill. During each sprint week our team has done their tasks and contributions for the project, even if not everything was completed in time we informed each other through our team Discord group when a task would be incomplete and continued it for the next sprint. We always asked each other if we agree with the individual tasks given for the week and made changes to them accordingly. Everyone has been present in the group meetings and we always discussed problems we faced in our project and gave suggestion, even if one of us may not be as knowledgeable in a subject than the rest we always listened to every suggestion and took it in consideration. We looked over every criticism and feedback that we have received during our project and have always made changes accordingly. All of this has been shown by having at the end a playable game that anyone can try it.

Although, there has been one issue that has recurred multiple times and that was communication. When I say communication, I am referring outside the group meetings and course hours. Usually, after everything has been said and done during a sprint week, we would leave and each of us would do their respective tasks for the week and never said a word until we met again in person. Mostly, it hasn’t been a problem because the lack of communication was on the level where we didn’t update each other on our personal progress on the current week’s tasks, when there was an important matter we always communicated. There has been an issue once, where I offered myself to do a draft on the Pitch Presentation, but because I wasn’t experienced on how this presentation should be made I asked for assistance from one of my team managers, but he has not responded to the emails. The issue has been resolved, in the end, we discussed it and assisted me on the task the next sprint. We approached the communication issue in a few meetings and made the change of being more active on the Discord group, instead of using emails as a form of communication which has shown to be lacking. Apart from this issue, there were occasional task description issues, where the task requirement was too vague which sometimes slowed the work on the task, but I was the one at fault in some cases by offering to do a certain task but not be very specific. This type of issues can be seen in our sprint week postmortems that we have done to keep track of our work, contributions and any occurring problems.

I think that my work was impactful for the project by making game assets, project research, playtesting and acquiring feedback for the project. I consider my work to be of good quality and even during times where I have done my tasks near the end of the sprint week, the works has been of acceptable quality and I always was committed to my tasks and never made them superficially just to show that I have done some work. I was always on my team meetings and I was present for the course hours, even if I was late during one of them due to a small unexpected inconvenience, I made sure to inform my team of it. I have been there for my team whenever they needed suggestions or assistance, so I consider that I was a reliable member of the team. Although, I have a negative that can be seen in our project task work, I have the bad habit of procrastinating and do my tasks close to the end of the sprint, but as I said before, even if I do them late I put as much effort and dedication as possible and don’t leave the half done and if I find a problem with one of the task I look for solutions first and then contact my team if it persist. There has been an issue that has been brought to me by my team after one of the manager meetings, where my average weekly work hours were close to the rest of my team. I have discussed this with my team and made

changes, I have done my hour estimates for the task more accurate and in the case where there were not enough work hours to do I added more tasks. I hope the change is visible within Jira because I was made aware of the issue and try to fix it.

Overall, the group project was a great experience which has taught me that communication is key in every aspect of the group project and that every task needs to be understood and precise in its description and having better work hour estimates which in return it will help in managing each team member’s weekly work hours. In the end, we worked together in making a viable product by the end of the semester that can be played and gather useful experience for the next year.

Asset List

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Assets  (.psd, .png) | Animation  (.psd, .png) | Research | Drafts | Playtest | Postmortems |
| lava\_01-03 | animation\_deep\_lava\_01-03 | Genre Research | Group 3 Pitch Draft | Player Feedback | Sprint Week 1-10 Postmortem |
| water\_01-03 | animation\_deep\_water\_01-03 | Personal Take on the Team Project Brief | Pitch Draft 1-4 | Playtest Feedback |  |
| platform\_cave\_01-03 | animation\_lava\_01-03 | Design Ideas for the Drag and Drop Mechanic |  |  |  |
| platform\_lower\_cave\_01-03 | animation\_water\_01-03 | Animation Research |  |  |  |
| platform\_upper\_cave\_01-03 | animation\_currency\_01\_01-03\_03 | Sound Research |  |  |  |
| rock\_01 | animation\_spiker\_01\_01-03\_03 |  |  |  |  |
| spikes\_01-03 |  |  |  |  |  |
| button\_back |  |  |  |  |  |
| button\_exit |  |  |  |  |  |
| button\_options |  |  |  |  |  |
| button\_play |  |  |  |  |  |
| button\_retry |  |  |  |  |  |
| button\_try\_again |  |  |  |  |  |
| currency\_01-03 |  |  |  |  |  |