**PROJECT POSTMORTEM SUBMISSION**

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| **STUDENT NAME** | Alex Turnbull |
| **PROJECT NAME** | Level4/5 Group 4 – Past Echoes |
| What do you think went well on the project? | Overall, I think we had a really strong and positive team sprit which really was shown in the work created by all members of the team. Everybody was very committed and motivated to the project and were eager to make it the best it could have been. Everybody was very proactive and very good at communicating with each other – help was always asked for if there were issues and someone would always be there available to help however possible. Attendance overall was great, and we always worked together especially when it came to producing tasks, we discussed thoroughly with each other and we all were always on the same wavelength with how we wanted the game to be. We all played to each others strengths.  The game that we managed to produce at the end of the 12 weeks I’d call quite successful, missing out some minor details we managed to accomplish to what we set out. I felt like we went for an ambitious approach to the brief, but it paid off and I am very happy with the game. We experimented with some new features we haven’t worked with before (Shader implementation) but they worked and made a great effect on the game. We were very careful to try new things minimizing risk where possible – creating demos and testing before dedicating to ideas and not spending too much time on redundant content. |
| What do you think needed improvement on the project? | Some over scoping was present over the course of the project however this wasn’t particularly dangerous, we just had to remove some of the extra features such as: a full branching story arc, immersive sounds/visuals, that all would have made our game that much more effective however especially in the final few weeks we slowed a little bit and hence time didn’t allow for it.  Personally, it’s fair to say that some of the code I wrote meant that it became quite difficult at times to quickly implement a quick change or addition (particularly for testing purposes) and hence sometimes Playtesting would be delayed while I produced a new build with projected changes. |
| 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. | I feel like I made a big contribution to the project, I was the project manager as well as the only Programmer on the team and due to this, I was tasked with focusing on managerial tasks as well as being creating the vast bulk of the Unity Game/Code. I felt I juggled these well and put in the time and effort to create a well functional and detailed game. I believe that I was a reliable team member, for the clear majority, completing all tasks every single week. I was motivated to work on the project for the benefit of the team as well as myself due to it being an interesting and rewarding challenge to figure out all the code related issues. I was quite proactive as spotting problems and made sure to bring them up to the team and especially in meetings where we could discuss them in person and bounce ideas off each other easily to find a solution to it.  I put the team’s interest in front of everything else and always consulted then when it came down to discussing tasks and the like. I wanted to make sure all members we’re always happy with what they were doing and how the project was coming along. |
| **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?** | The most important lesson I feel that played well for us was our constant and solid communication from everyone involved on the team. We all knew what we needed to do, what was happening each sprint and where the project was overall. We all independently worked fantastically on our tasks and our great team presence and communication brought everything together. We encountered issues along the way, but they weren’t any trouble at all as we worked through them as a team getting the best out of this as we could.  Clear, concise and meaningful managerial based items go a long way as well. Particularly looking at sprinting and the individual tasks. Being reasonable with the tasks and controlling the scope always helps the project gradually progress at a solid pace without risk and concern. Something I wish to have done during the project however time didn’t allow for is creating a huge backlog soon so that the future of the project can be seen with each new sprint and that planning can be done in a more effective way – less chance of things getting missed out as well. Having this would have helped with the creation of sprints tenfold. |

**Asset List – Alex Turnbull**

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| **Asset** | **Type/Description** | **Implemented?** |
| Prototype Unity Project and relevant scripts | Unity Project/scripts | Yes – Built upon for final version of the project |
| Final Project Unity Project | Unity Project | Yes |
| Menu.unity | Unity Scene | Yes |
| GameScene.unity | Unity Scene | Yes |
| Ending.unity | Unity Scene | Yes |
| ambientHandler.cs | Script | Yes |
| GameHandler.cs | Script | Yes |
| inputEnding.cs | Script | Yes |
| itemCollection.cs | Script | Yes |
| itemDeposit.cs | Script | Yes |
| itemHandler.cs | Script | Yes |
| MainMenu.cs | Script | Yes |
| PlayerLook.cs | Script | Yes |
| PlayerMovement.cs | Script | Yes |
| ScrollTexture.cs | Script | Yes |
| shaderHandler.cs | Script | Yes |
| ThrowBall.cs | Script | Yes |
| Ball.prefab | Prefab Object | Yes |
| GenericItem.prefab | Prefab Object | Yes |
| HingeDoor.prefab | Prefab Object | No – didn’t become relevant/needed |
| ItemPodium.prefab | Prefab Object | Yes |
| Pivot.prefab | Prefab Object | No – didn’t become relevant/needed |
| BasicShader.shader | Shader | Yes – made changes to a base implementation |