**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

* 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.
* 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** | Callum Banyard |
| **PROJECT NAME** | Past Echoes (group 4) |
| What do you think went well on the project? | I think that we worked well as a team, making sure people had tasks that they could do themselves and suiting to people's strong suits. I also think that we had great communication as we talked over any issues or questions that we had in our discord group. I also liked how everyone was willing to help eachother with work if the pace fell behind a bit. |
| What do you think needed improvement on the project? | I believe that the scope was good, but we all fell behind a bit so a big improvement would have been to stay on the scope more. Another improvement would have been to change the script a bit to make the speech more helpful as it wasn't as useful in the final version as we wanted it. Another change to the script would have been to make it more involved with itself so we could explain the story better since we had to cut back on a few key story ideas that explained why the palyer was there. |
| 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. | Honestly i felt like my contribution to the project was a little lack luster due to the fact that my skill set wasn't up to scratch to be able to made decent quality models that we could use in the game. I also feel it was lackluster due to some weeks i wasn't able to complete all of the tasks that were given to me. I tried my best most weeks and i tried to be reliable and supportive. I also checked over some of the other team member's work as they asked for opinions, and when they asked for help i would help them too. An example of this is where we were researching the target audience and the marketboard, Gergana asked how to search it up and i did some research to help her get started. I would like to think i was a helpful team member as i was in charge of getting playtesters, in which helped me find problems in our game and helped the game run more smoothly without as many issues. |
| **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?** | One of the major lessons i have learned from this group project is that even if i don't feel comfortable doing something, i should still give it a try to lighten the load from my other team members. Another lesson that i learned is that sometimes you just have to knuckle down and do the work, even if it is a bit confusing as your team is always there to help you even when you make a small mistake. And a final major lesson i have learned is how important it is to do thorough research into anything that could be useful, and uploading any work you do, no matter how trivial as it shows that you have been working on that task even if you dislike it. |

**Asset List**

Sounds

* Voice recordings for each level
* Voice recordings for each item
* Ambient noises for each level.
* Item drop sounds
* Item shake sounds
* Ball sound

Story

* Rough blueprint on Twine
* More thorough blueprint on Twine
* Script with blueprint on Twine
* Character ideas
* Ideas for name of game

Research

* Emotions for adventure games
* How to make the game self-contained
* Feedback from playtesting in 2 different stages of development
* Moodboard