**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

1. 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.
2. 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** | Gergana Draganova |
| **PROJECT NAME** | Group 4 – Past Echoes |
| What do you think went well on the project? | For me the first sign of motivation that I noticed was at the very beginning, when we all agreed on creating something different than a platformer. I believe we have had good organization and communication right from the start of this project. Every week, during the meetings, we discussed last week’s tasks and together came up with new tasks for our next sprint, instead of our team leader telling us what to do. We usually finished our weekly tasks before the last day of a sprint in case something goes wrong and we have time for corrections. We often helped each other when needed as this made us even more familiar with the work of the other members. If motivation and hard work could be measured I would say that they were consistently high. |
| What do you think needed improvement on the project? | I think we achieved a lot during those weeks, but we over scoped a bit some aspects of the game, such as: branching story with multiple item choices, which would lead to different endings and relatively the script for that, which we never even go to start. |
| 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 believe that I contributed a lot to this project as I was, most of the time, able to complete all of my weekly tasks and even do some extra work. For example, for each 3d model of a level I made, I also created a small “guide” for it, explaining where the player will spawn, where item will be found and where it must be placed in order to progress throughout the game. I truly enjoyed helping other members as well. It provided me with an opportunity to get out of my comfort zone and try something new. Especially interesting, I found the narrative on which, Callum was working. We would sometimes exchange notes from design methods lectures and then find solution to different story problems. I was eager to help Alex even with something small, although my programming skills were nowhere near his. I wanted to create the main menu for our game, but due to the over scoping and a few unexpected problems with the texturing I only had time to make an artwork for it and pick a suitable font. |
| **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 best lesson I learned was that problems which occur during the project are not a bad thing. After each obstacle I faced I received something in return: the knowledge of how to solve it. Another thing which I can not stress enough how important it is – communication. It is the base for anything you do as a team. None of what we achieved would have been possible without the good communication we had throughout the whole project! |

**Asset List**

1. Generate 3 ideas for a game
2. Created a mood board for the overall look of the game
3. Research on similar games
4. Research on building tension and release in horror games
5. Research on demographics, psychographics and overall statistics
6. Created concept art for the treehouse
7. Created concept art for the ball and the overall atmosphere
8. Further research only on psychographics
9. Created a customer’s profile
10. Created a plan/blueprint for the levels
11. Created concept art for room 1
12. Created top down guide for level1
13. Created a 3D model for level 1

- trash bin model

- table model

- pencil model (not implemented)

- crumpled paper 1 (not implemented)

- crumpled paper 2 (not implemented)

- chair model

- book model

- desk model

14) Created texture for table

15) Created a 3D model for level 2

- broken toilet model

- toilet model

- broom model

- cartoon box model

- door model

- sink model

16) Created top down guide for level2

17) Created a 3D model for level 3

- fence model

- basket model

- tennis net model

- basketball court model

18) Created top down guide for level3

19) Created a 3D model for level 4

- bed model

- bedside cabinet model

- system model

- heartrate monitor model

- armchair model

- storage unit model

- shelves model

- sink model

- curtains model

- pillow model

- blanket model

- shower model

- mirror model

20) Created top down guide for level4

21) Created a 3D model for level 5

- desk model

- chair model

- blanket model

- sofa model

- armchair model

- storage unit model

- storage units 2 model

- picture frames model

- mirror model

- bowl model

- pencil holder model

- storage box model

- board model

22) Created top down guide for level5

23) Created 3D model for level 6

- tree model

- treehouse model

- fence model

24) Created top down guide for level 6

25) Created elevator connections for every level (over 10 new files – not implemented)

26) Created image for end game screen

27) Created artwork for Game menu screen

- a single jpeg for background

- 3 separate png images

28) Created textures for every level and its corresponding items

- over 60 targa files (all implemented)