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

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| **STUDENT NAME** | Kyle Bodin |
| **PROJECT NAME** | It Belongs In A Museum |
| What do you think went well on the project? | I’m happy with what was produced throughout the weeks of having a playable build for people to try, to see people enjoy what we have created. |
| What do you think needed improvement on the project? | To have more constant communication from all the members of the group to keep everyone up to date on what they have done and issues that are in there way needing to not just been given a task and just keeping to oneself. To have a more functional game with the little extras of menus, final win screens and lose screens with the addition of showing the player the total of time they spent per level with maybe a way to save the quickest time to set a goal for them next time.  Some small issues with time constraints which could be improved through sorting out tasks in a flow method instead of bulk tasks which seemed to slow motivation to their given tasks. Having constant attendance from my team members and bringing up the problem to the course leader to get the issues sorted out earlier.  Have more in detail meetings to find out and let the team know of what is going on so no one is left out of the loop, also keep the team up to date with changes or plans to fix problems. |
| 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. | I completed all of my bits to the project with my best abilities to keep up with constant quality to each bit of my work, trying to be as proactive to help out others when they need it also to see if any issues are popping up which I can stand in to help out with.  I tried to spot problems before they went too far but some did get past me without noticing them which caused some issues not being fixed in time. I tried to at least get the game to a playable state with what little I had from not being told much of what was going on with the current build.  I made many assets that can be selected so they can fit to show what needed to be shown or could be implemented into the final game. |
| **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?** | I have learned managerial skills to plan out project with aspect to fit it within the possibility of completion, also to hand out tasks to people that have the specific strengths to keep a consistent style and assign the right number of hours to each task. I will take away my managerial and communication to help and make sure each task will be completed within given time.  Needing to be on the ability to make sure members of the group were doing their tasks and not just saying so. To make sure that members are all pulling their self in for completing a polished game. |

**Asset List**

* Grapple Hook
* Grapple Hook 2
* Grapple w/o Hook
* Grapple w/o Hook 2
* Hook 1
* Hook 2

Word Docs

* Asset List
* Design Notes Master
* Grapple Game
* Kyle’s Brief

Presentation

* Presentation Template
* Group 5 6-3-19

Exportable Models

* Hall Way
* Hall Way MK2
* LevelVert
* Leveltest4
* Play Area
* Staged Room
* Vert Hallway
* Walls Play-area
* Center Piece 1 & 2
* Doorway
* Doorway Fixed
* EndLevel
* Endlevel 2
* Fountain
* Fountain 2
* Grapples
* Hook Point
* Hook Point Updated
* Hook Point Updated 2
* Pillar 1,2,3
* Platform 1 & 2
* TriPlat 1,2,3
* Wall 1
* Wall 2

Art Assets

* Compass Master PSD
* Cross Hair Master PSD
* Cross Hair 1,2,3,4 PNG
* Compass N,E,S,W PNG

Models

* Center Piece 1 & 2
* Doorway
* Doorway Fixed
* EndLevel
* Endlevel 2
* Fountain
* Fountain 2
* Grapples
* Hook Point
* Hook Point Updated
* Hook Point Updated 2
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* Wall 2

Prototype

* Unreal Prototype