**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** | Luke Coates |
| **PROJECT NAME** | It Belongs In a Museum |
| What do you think went well on the project? | We stuck to our original vision and only changed the scope and scale. The concept we submitted right at the start of the course still closely resembles the end product.  Overall team communication and attendance were consistently good, aside from a few small issues in the last fortnight of the project. Everyone made a sizable contribution.  The majority of core gameplay components work as intended, we have the hookshot, timer, and end zone correctly implemented.  Good relationships between the team members, no one was hostile or bitter towards another member at any point. |
| What do you think needed improvement on the project? | We found it easy to get caught up in our tasks and sometimes didn’t think to cross-examine each other’s work, in order to check for bugs or to make sure we were using a consistent art style with our assets.  There was no larger plan for the project. We had individual tasks each week but no overall schedule. No long-term goals or tasks. In hindsight, this could’ve made staying on track much easier and give us a better idea if we were ahead or behind schedule.  Communication between coders and artists was lacking, this was particularly detrimental to the UI. It was always left as a side task at the end of each week and none of us ever got around to finishing or implementing it. |
| 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’m happy with my overall contribution to the team as a member but feel the quality and quantity of my work could be lackluster.  I attended almost every group session and every team meeting. I gave thought to issues brought up and helped provide solutions, although this applies to the art side more than programming.  When a coding issue was brought up I was much more reluctant to help due to my lacking experience.  The quality of my work fluctuated during the Semester, I feel it was at its best during mid-semester. Returning from Easter I felt my work had dipped since we’d spent a while away from the project.  I would make the same argument for my quantity too, uploading more consistently and spending less time on tasks than I did after we returned. |
| **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’ll try to be more proactive in communication and make sure the team is on the same page. I’ll achieve this by engaging with other team members more frequently and making  I’ll make sure the group has a more long-term plan, rather than lots of short-term goals.  I’ll provide more suggestions with the direction in which we should take the game and generally try to have a bigger say in where the project should go.  Finally, I’ll try to keep communications going between the team members, to do this I could give them a task to work on together or ask them to compare each other’s work. |

**Asset List**

**-Mushroom 3D Model**

**-Projectile Launcher 3D Model**

**-Rock 3D Model**

**-Arrow Launcher 3D Model**

**-Skull 3D Model**

**-Monitor 3D Model**

**-Torch 3D Model**

**-Crystals 3D Model**

**-UV Unwrap & Texture for Models**

**-Menu Button Images**

**-Game User Interface Unity Package and Images**

**-Main Menu Buttons and Script**

**-HUD & GUI Concept Images**