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

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| **STUDENT NAME** | Viktor Bonev |
| **PROJECT NAME** | It Belongs In A Museum |
| What do you think went well on the project? | The final product is different than what we had in mind in the beginning but I am glad we managed to sort the tasks between the group members and everyone was happy with what they were doing. I think we all are satisfied with the work done and the final product. |
| What do you think needed improvement on the project? | I think the thing that we missed the most was the communication between us about what was done to the project. Everyone was too much focused on their tasks and didn’t pay attention to the project and in what direction it was going. |
| 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 have completed my tasks on time. I gave my best in the group meetings suggesting a lot of ideas and many of them are in the project. I helped other members with their work suggesting better and efficient ways of doing it like 3d models. Some of the 3d models weren’t exported right. I didn’t make a lot of assets but because my tasks were related in creating the levels and I was happy doing that.  I think I did very well with the work I have done. I discussed my work with the other team members and by their reaction and feedback I think I have done my job well. Also they have helped me fixing the collision of the assets. I communicated with my team all the time showing them my work and asking for feedback or suggestions. I took a part in all of the team meetings, showed on time. I spoke with all the members about issues and problems and fixing them. I tried to be proactive as I can by listening everything the team and what they had to say giving feedback. I am glad I had chance to work with them and learning a lot of new things and improving my teamwork. |
| **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 many important things is to be reliable by showing on time and doing the work given. I will take away as a lesson than communication is one of the most important things in working in a group. By communication a person will be able to improve their work be receiving feedback and giving a such. I was able to work on two game engines Unreal and Unity. I jumped in working with unreal knowing only how to open the program now I know how to use a big number of tools in it and even producing levels. |

**Asset List**

**Models:**

-lantern01

-stone\_02

-swinging\_axe01

-thorn01

-tile

-tree\_root\_01

-wall\_of\_ruins01

-width\_wall\_01

**FBX Models:**

-fountain

-lantern01

-stalactite

-stone01

-swinging\_axe01

-Temple ruin wall

-thorn01

-wall\_of\_ruins01

-wall01

-width\_wall\_01