**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** | Jack Elliot Massey S189328 |
| **PROJECT NAME** | Group 6-Far From Home |
| What do you think went well on the project? | The first thing to mention is the scale of the project. I do believe this project’s scale was perfect. There were enough ideas that it would have a good progression whilst not being so complex that it would be impossible to complete. I also think that Marta’s Artistic prowess was something that really could have made this project a lot more successful. I liked the narrative that I made, it was interesting, trying to toy with player’s emotions. But it ultimately had little in common with the final product. Tyler was very good at scripting, and also managed to finish the game the day before. But I am also infuriated by it. He managed to put it together in one day on his own, rather than helping us reach the MVP sooner so we could have done a lot more. But the project is done, so why should we worry about that? |
| What do you think needed improvement on the project? (a.k.a. What went wrong?) | I do believe everything that could go wrong did go wrong with this project.  Management from me and Tyler were poor. We had awful communication between each other and the rest of the team. I felt that Tyler was not pulling his own weight in terms of managing. For a couple of weeks, he didn’t do the meeting minutes (and when he did were awfully short) and I thought his tasks were not well thought out (I felt that he didn’t really think too much of the teams strengths and weaknesses). Not to say that I was better than him though, as I do feel I didn’t fair too well on the management side either. There were many points in time where I should have checked on everyone to see if they were on the same page or if they had any issues or anything. I feel that I may have merely breezed past it, but the communication was beyond abysmal. I still feel ashamed that I didn’t check that Eva was on the same page. As she was moreorless out of the loop in terms of where the project was going. So much so that she was talking about ideas that were completely out of date during our MVP pitch (I should have quadruple checked her part of the pitch ensure out of date information wasn’t there). Overall the communication was the mount Vesuvius to our Pompeii.  Everyone was ill at some point. I got the flu at the start of the semester (for about a month) which killed my usefulness completely. It was out of my control, though I do think I should have done something to work around it.  We were all pretty slow with producing the work. Most tasks were either done on the day they were given (Because it was something that someone was already doing) or were complete the weekdays before the next sprint. Also, Sometimes Marta and Eva would put their work in Jira. I had told them to put in Github, but they still do it.  Also, the actual completion of the Project was not methodical or professional at any point. The final Product was done in a day. I am infuriated with myself that I didn’t get my team to actually be more productive. I think in the end no really had the heart in it for this project, which is a failure for any creative; to have no love or care for the product you are making. So overall this project was a failure in my eyes and all I wish to do is do this Group Project all over again. I am just ultimately unhappy with my peformance, as I know we could have done better. |
| 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 think I contributed a fair amount, but most of it was just pointless in the end. At the start of the project I was told to do Level Design Concepts which I thought were of pretty good quality.  I also wrote a couple of Narratives, the first being about a Human/alien fighting an evil scientist with the help of a god of nature (this idea was brought up by Eva’s designs which showed hedghogs, venomous plant et cetra. The second being about Ciwtylluan trying to reach home with the help from a god of nature; which was mostly inspired by Ori and the Blind forest. We went with the second one as it had especially interesting feel to it. I also felt that we could have made a twist which was to have this cute creature be brutally slaughtered every time the player failed to save it.  I also made a GDD as means to show some sort of consistent thought process. It wasn’t a necessarily clean GDD with me just mostly using what we have made and discussed as its content.  Throughout this project I focused mostly on the minutes and the task management. As I mentioned before, I didn’t think how Tyler was giving out the tasks and not writing the minutes was going to cause us a lot of problems. This came to a head when Rob noted our month’s gap of meeting minutes. I took over the duty of meeting minutes making and task managing which I felt were of good quality but of poor effectivity. I don’t think anyone took note of the descriptions of the task (I only put descriptions on Marta’s and Eva’s tasks (Tyler mostly gave his own tasks)). It could be because they didn’t know if there was a description to them (Tyler didn’t tend to give descriptions on tasks for some reason) or the possibility of just ignoring them. It is difficult to say. Other than that, I don’t think I did much, as I didn’t think I should have had too much to do, as I was a group manager. |
| **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 think the most important lesson is that when you are Group Manager, you must take the reins and be more on people’s case. Checking if they are working to the best of their capabilities and doing it methodically, rather than the jumbled mess that this project was.  Also make sure you have a flu jab before winter. Because what happened with me being ill could have possibly been prevented. And backing up your work is also super important, as you could lose it all with one computer crash, like I did. I did not have a good year this semester. |

**Asset List:**

AComicLikeStoryThing\_JM

JM\_Level 1 Concept Design

JM\_Level 1 Design

JM\_Level 2 Concept Design

JM\_Level 2 Design

JM\_Level 3 Concept Design

JM\_Level 3 Design

JM\_Narrative Design

Narrative Idea V1.0

Narrative Idea V1.1

Game Design Document