**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** | Tyler Martignetti |
| **PROJECT NAME** | Far from home |
| What do you think went well on the project? |  |
| What do you think needed improvement on the project? | Communication could have been improved, as at different stages of development, different people had different ideas about how the game should turn out and what It needed |
| 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 believe I had an adequate contribution to the project. I was not always reliable as a team member, but I always did what I needed to do. My work was also not of especially high or low quality, it was just what it needed to be, as in terms of programming this was a very simple project. |
| **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?** | When coming up with ideas for a game, it is important to only settle on an idea you find interesting or challenging, as otherwise it will be hard to maintain motivation for making the game. |

**Asset List**

* **All the programming**