**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** | Eva-Elena Bulai |
| **PROJECT NAME** | Far from home |
| What do you think went well on the project? | The game mechanics were quite interesting, and I believe that the gameplay and storyline could have complement with the mechanics really nice. We have been working on our task every week and everyone contributed with something at some point. |
| What do you think needed improvement on the project? | The main thing that needed an improvement is communication. I found myself talking about ideas that were out of date at the MVP pitch, which I had no idea about because my team failed to keep me updated. |
| 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 done all my tasks as good as I could, and I was always looking forward to transforming the new assets I would come up with in order to fit the team’s expectation’s and requirements. Unfortunately, because of our communication problem, most of my assets and art was useless, so I ended up building the levels together with Marta. |
| **OVERVIEW** | All in all, I think we did a great job taking in considerations the flaws we had on the way. |
| **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 that communication is above all the most important aspect in a team, if there is no communication there is no team, there is just a group of people doing things in a chaotic way. |

**Asset List**