**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** | Velartova Marta |
| **PROJECT NAME** | Far from home |
| What do you think went well on the project? | In my opinion the game mechanics we chose to do are more than interesting and for that reason I believe this one choice we made went well. We have been given tasks every week from our managers from second year and so we were busy with this project doing our own things. Overall everyone was on a good terms, we were able to compromise and agree on mechanics, art or level design we wanted to use even if it took some time for us to do so. |
| What do you think needed improvement on the project? | Major thing that needed an improvement would be communication. More than once we have failed as a team in terms of communicating with each other. Even though we have started a discord group there hasn’t been much activity. We did not make proper meeting where we would decide what mechanics we will put in our game and so nothing was consistent at first and everyone in our team seemed a bit confused as each of us had different vision. Overall it was too chaotic and everyone was a bit confused when talking to each other but we have managed to calm down a bit. |
| 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 have been a good member of a team but it is not up to me to decide. I was fairly active, trying to push us forward by asking question about mechanics, levels, art (game in general) to provoke any kind of discussion so we could move forward.  I would have chosen different art style since I was the one ho was doing it at the end, but I have been outnumbered and for that reason I agreed on certain art and haven’t been bitter about it. Therefore I think I am good to work with as I can accept opinions of others. I was not argumentative but still was able to project my ideas and thoughts onto the other team members.  I have done some useful decisions such as choosing the game mechanic we will replace at the beginning as everyone was indecisive. I tried to point out problems we had by calling them out so we can discuss them.  Over all I was more active and talkative than I usually am, trying to glue our team together, gathered information and asked questions.   When it comes to art side of my tasks I believe I could have done them better and more polished but I had no idea what to expect and how does game making work so I did the expected minimum. Thanks to that I could take care of other tasks hence my art became a bit depleted. |
| **OVERVIEW** | Over all I think we have done an okay job. It had its flaws but despite the hardship I enjoyed working with people and think everybody got a bit wiser. |
| **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?** | Firstly any sort of planning is better that no planning and so I will do that next year. As I mentioned above our team was too chaotic to my taste and for that reason I would make any kind of schedule for next year.   Second point is “Communication is a key.” Our team members were too distant and I would like to be more open and make people feel more comfortable about expressing their ideas if they have any.   Third point is variety of work. I was given all the art tasks that I believe could be divided between two people. My tasks had become same thing in different coat and got boring over time. At the end I took simple level design responsibility and enjoyed the change very much. Game design has a lot of variety to it and so I would give every member a bit of everything unless they already specialize in particular field and wish otherwise. |

**Asset List**

* **Game design document** – document filled with ideas we gathered our first meeting
* **Moodboards**
* **Backgrouds for levels** – three of them
* **Character design**
* **Character animation**
* **Particle parts for character –** feathers
* **Environment asset design**
* **Tile sets** - Four colours
* **Simple game design concept/design**
* **Game assets** 
  + Lantern, Plant, Plant2, Shroom, Spider web, spikes, Slope, Half slope, Slope with plant, Rock, Rock with moss, Vine, Roots, Fern flower, Mushrooms (three types), Weed sprite sheet animated, vine for different level, flower for third level, Collectible animated sprite sheet, Gods hand