**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** | Victor Sicoe |
| **PROJECT NAME** | Ricochet Lab |
| What do you think went well on the project? | I believe that as an individual and a group leader, I managed to offer my full support to the team whenever needed as well as guide them with the given tasks, always making sure that my teammates can complete the given tasks.  As a member of the team, I always made sure to complete my tasks in a timely manner and whenever I couldn’t complete all my tasks I would always inform my fellow teammates and attempt to complete my task (as well as any other that come up) until the next week.  As a team we came up with great ideas at first, settling on something that we believed would fit the general thematic of the brief. Brainstorming has been a big part of our meeting, always coming up with new ideas for the game, adding on top of what we already had. Tasks have been usually done on time and when not, a reason would be given over discord or in person, so communication was also a big part of this project. |
| What do you think needed improvement on the project? | I believe that we have over scoped quite a bit during this group project. It first started as a top-down shooter but it quickly turned into a game that required advanced AI that could interact with the player, each different types of enemies needing a different type of behavior associated with them. As the only programmer in the group, I had to take over every task that required even the slightest amount of programming due to my teammates not being able to properly work on the programming side of Unity. My tasks were divided between trying to get a functional AI in-game as well as do managing tasks and making sure the other members of the team received the right amount of work suitable with their skills.  Due to the game being created from the idea of implementing a large number of AI opponents, I quickly realized and informed my team that the programming side of the project will prove to be more difficult than I’ve initially thought, as implementing pathfinding for the enemies proved to be a most challenging task.  Lastly, I believe that to produce a working and down to the brief project, all members of the team need to be responsible and reliable. Both Sam and Brooklyn have proven to be unreliable when it comes to completing the tasks that have been assigned to them across these twelve weeks, despite being asked multiple times whether the tasks were suitable for them or not. As a result, we have been stuck in the development of the game for several weeks, expecting work to be done by fellow team members up until the point that I decided to discuss this with the lecturers, at which point I was told that the game should continue being made without taking either Samuel’s or Brooklyn’s tasks into consideration. |
| 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. | First of all, across the timespan of these twelve weeks, I’ve always assigned programming tasks to myself that I’ve attempted to complete by the end of the sprint; the uncompleted tasks would all go to the backlog, only for me to pick them up later and attempt to finish them in time. I’ve always attempted to complete a task regardless of how difficult I’ve found it at the time instead of simply leaving it to get pushed to the backlog the next week.  Second of all, when it comes quality, I’ve attempted to use everything I’ve learned up until this point in order to produce well commented and written code, always looking for better ways to improve on my code.  My reliability as a team member stands in my ability to deliver completed tasks at the end of each sprint, always looking to finish as much as possible from my assigned work as well as offering help to my fellow teammates when it comes to their tasks, making sure that they are nor too difficult, in order to avoid uncompleted tasks, but neither too easy so that everyone contributes a fair amount of hours into the group project.  Lastly, every time that someone completed a task, I would open up GitHub and Unity in order to check on the work that has been done by my fellow team members. In case files or assets were missing, which should otherwise be there due to a task being allegedly completed, I would always ask the one responsible for the said task whether he managed to do it or not. I believe that this is a great way to be proactive when it comes to spotting problems, errors or bugs: always checking with your fellow team members in order to come to a consensus on the problem at hand and thus work together in order to resolve it. |
| **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?** | During this group project, I’ve learned a series of lessons that will prove to be useful in my next group project:   * To manage time more responsibly, always attempting to do the easier tasks first in order to leave time to tackle the harder tasks; always attempt to finish your tasks 2-3 days before the end of the weekly sprint so that there is enough time to ask for help if it is required. * Always make sure that you don’t choose the first few ideas that come to mind: they are usually rushed and end up turning the group project into an over scoped mess. Complicated algorithms and difficult to create assets are not a requirement for a great game. * Communication should be key in every group activity. For my next group project, I will always attempt to communicate with my fellow team members, making sure that things are being ran smoothly and offer help whenever it is needed. Respect between team mates is one of the first steps to cooperate as a team. * As a group leader I’ve learned that being responsible and fair to my fellow group members are important skills that maintain a well-functioning team. Members should always aim to help each other regardless of the tasks. There is no room for cooperation when everyone finishes their tasks and doesn’t contribute anything else to the project. |

**Asset List**

Tileset: <https://opengameart.org/content/space-scifi-rpg-tiles-48x48>

Shield art: <https://opengameart.org/content/sci-fi-effects>

Projectile art: <https://opengameart.org/content/2d-shooter-effects-alpha-version>

Player character and enemy art: <https://opengameart.org/content/top-down-sci-fi-shooter-pack>