**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** | Hristina Sotirova |
| **PROJECT NAME** | Ricochet Lab Group Project Assignment Group 7 |
| What do you think went well on the project? | When in person, we had an easier time discussing the project and the work required for its completion. The tasks were given out in a logical manner each week. |
| What do you think needed improvement on the project? | Something that severely hindered our project was the lack of communication in the team - some team members were unresponsive when it came to making important decisions. When tasks weren’t completed or the quality of the work wasn’t up to standard, there was rarely any follow-up or enforcement and our game suffered for it.  We overscoped our project, which made it difficult for us to produce assets. We also had issues logging our work properly, which led to us logging less hours than we had actually spent working on the project. |
| 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. | Throughout the duration of the project, I completed all tasks I was given and often worked more hours than were allocated to me in a sprint. I spent hours researching topics related to my tasks each week so as to improve the quality of my work.  I believe the assets and research I contributed to this project are of good quality and quantity. When I recognized problems, I turned to my team so that we could resolve them and acted in a professional manner when discussing issues and topics related to the 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?** | A lesson that I’ve taken away from this project is that I should be more proactive and put more effort into motivating both myself and my teammates to do well. I now also have more experience in recognizing when to take charge of a situation and in keeping people focused on their work |

**Asset List**

Exploding enemy concept  
Mine enemy concept art  
Guardian concept & concept art  
Hazards concept & art  
Turret concept & concept art  
6 level concepts  
6 levels made in Unity  
3 mood boards  
Animation for the player character  
  
Sourced assets:

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>