**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** | Brooklyn hounsell |
| **PROJECT NAME** | Group 7 |
| What do you think went well on the project? | I think that we communicated well. By having 3-4 out of class meetings we had ample opportunity to discuss ideas for the game and to get feedback from the others. We would communicate well on discord as well, allowing us to still discuss the project whilst at home. This allowed us to practice our mid semester presentation without having to find a room in the atrium |
| What do you think needed improvement on the project? | I think that we needed to help our programmer with the game more. It was not fair to put so much of it on him. It meant that sometimes when we had nothing to do instead of helping to make the game we would waste that time. |
| 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 think that the research that I did in the beginning helped me to be able to bring ideas from other games to the game. It also helped me to think about our vision. Through my research I saw that most sci-fi games like ours used a blue and dark blue tone. By copying this into my buttons I think that I helped to make it feel more authentic  I think that I did not do as well after the research phase when I had to help with unity. As it is not an engine I am familiar with and have had trouble learning it before. Due to this I felt like I was not providing enough for the team. I felt like once the paper work was over I was useless. When I tried to help jimmy make our menus I got in his way and nearly overrode his work on github |
| **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?** | I understand now that I should research and practice both unity and ue4 so that I am prepared if it is either engine.  I also think that not over planning and making to ambitious plans helps. There was a time we wanted a grappling hook in the game when we were forming ideas, but we condensed it down into what we made |

**Asset List**

**Menu buttons**

**Sounds I found**

**Research documents I left with him before I went to the land of witches.**