**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** | Vasile Petrut-Viorel |
| **PROJECT NAME** | Dungeon Legacy |
| What do you think went well on the project? | As a manager I think I did my best to offer my support and to coordinate the development. During development we were able to quickly prototype the game and adapt it considering feedback. |
| What do you think needed improvement on the project? | I think we should’ve designed the game in more detail at the beginning because when we started working on it, we just had a brief idea about what the game is going to be like. This caused us to spend more time doing design decision in the middle of the development period instead of producing assets. |
| 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. | As a team member I think I was reliable, I showed up to meeting and if I couldn’t show up I let the other know and I tried to solve any problem as soon as I discovered it. I believe I did my tasks well and did a decent job at helping the other team members doing theirs. |
| **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’ve learnt to manage my time more responsibly and solve problems as soon as they appear. |

**Asset List**

**Ability.cs**

**AudioController.cs**

**CatalogueControl.cs**

**Enemy.cs**

**EnemyController.cs**

**GameManager.cs**

**GenerateRoom.cs**

**PlayerController.cs**

**Room.cs**

**Shop.cs**

**Stats.cs**

**UIManager.cs**