**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** | Sorin Andrei Cristea |
| **PROJECT NAME** | Dungeon Legacy |
| What do you think went well on the project? | Everyone was almost always reliable, task deadlines being rarely missed and those that were didn’t bottleneck our progress. The team leader was also reliable and he’s the main reason we have a working game to present. |
| What do you think needed improvement on the project? | Progress during the first weeks of development was slow due to a lack of vision for the game, from which we never really recovered. This was in part due to my lack of experience and me being the only designer. |
| 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 I was the only designer in the team I believe my performance was adequate. I’ve only ever missed one task deadline and I’ve attended all the meetings.  On the other hand due to my own lack of enthusiasm for the project itself I didn’t take a proactive role in the latter half of development, only completing my tasks for the week and nothing more. |
| **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?** | Next year I’ll definitely make sure to choose a theme and genre the whole team can be excited about, as that’s when they’re most productive. I’ll also try to organize more weekly jams, as I found working from home to be counterproductive. |

**Asset List**

**All ability animations, all rune, enemy and additional sprites, the Tileset.**

**OST and Sound effect research, Tutorial Level Outline, Narrative.**

**Built the Main Menu**