**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**.

|  |  |
| --- | --- |
| **STUDENT NAME** | Lewis Arnold – S193362 |
| **PROJECT NAME** | ShootBack |
| What do you think went well on the project? | We have a complete, functioning game with multiple levels and difficulty progression. We managed to complete 4 out of the 5 levels we aimed for.  Communication on the project grew as we became more comfortable talking on the Discord server, which lead to faster, better development.  I personally love the look of the game and think the designers have done a brilliant job at fitting the theme and mood we wanted. |
| What do you think needed improvement on the project? | The game is difficult to play with little to hint the player to new mechanics as they are brought in (no break-in period e.g: show the player that a low wall lets shots go over it, THEN throw them into the room with the low walls rather than just throwing them in with no introduction).  Much more play-testing by us and others for any feedback would have improved the game.  Communication of the project, although it grew, was still lackluster even at the end. I personally would have liked more of a commitment from the managers to check up on our work or spend more time verifying and giving feedback on our work. I understand that it is not always possible due to the time it takes but I feel like some more consistent mid-week feedback could have been nice. I did not report this so can’t complain too much. Although, I did try and make an effort to talk more in the discord channel in an attempt to spark more conversation about the project.  Lack of a goal and long-term drive. We would make tasks out of almost nothing every week, with little to no planning for the next (none that I knew of anyway). Having freedom to pick my own tasks was nice sometimes, but often lead me confused as to what to do that week. I wasn’t sure what the designers wanted from the game and being told on the spot every week was a little startling at first. |
| 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 my contribution to the project can be summarized as consistent, high quality work. I would often go out of my way and spend more time on adding features which makes tweaking the game easier for the designers (easy to use variable editing for my scripts). However, it was sad to see almost none of these used as I seemed to be the only one ever tweaking bullet speed, move speed, etc.  I am by no means perfect and would sometimes not complete my tasks on time or complete my tasks and realized I had missed an element of my testing / looked over something and it didn’t work. In all cases, I would very quickly fix the issue or finish my code. |
| **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?** | If you have something to say, say it. Nothing gets done if you don’t.  Main specifics that I want to carry over into managing next year is to try and give as much feedback and help as I can to the 1st years.  I will also try and form some kind of forward plan for the project next year to give real direction and an end goal. |

**Asset List**

All Prefabs:

* Bullet
* Door
* Enemy
* High Wall
* Low Wall
* Spawner
* Canvas
* Main Camera
* NextScene
* Player
* Regular Bullet Pool
* Room
* UIControl

I take no credit for any of the artwork attached to the prefabs, just the creation of them.

All code:

* bulletPool.cs
* bulletScript.cs
* enemyBasic.cs
* enemySpawnControl.cs
* shootScript.cs
* spawnPointGizmo.cs
* doorScript.cs
* faceMouse.cs
* followPlayer.cs
* menuButtonScript.cs
* NextLevelScript.cs
* playerDamage.cs
* playerMove.cs
* shieldScript.cs