**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. |
| What do you think needed improvement on the project? | The game is difficult to play with little to hint the player to new mechanics.  Much more play-testing by ourselves and others for any feedback would have improved the game |
| 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. |  |
| **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?** |  |

**Asset List**

All of the code. All of it.