**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** | Willoughby Axtell |
| **PROJECT NAME** | Shootback |
| What do you think went well on the project? | The game is fully functional with no serious buys that could impede the player’s enjoyment.  While playtesting my game, the people who play tested my game clearly enjoyed playing it kept trying to replay the game when they lost.  Besides the first and last few weeks of the project; communication between group members was very good and any questions any member of the group had was answered very quickly.  While some tasks were done pretty close to the sprint end time almost every task that was set was completed.  The game had a consistent visual style with animated characters and props that made the game visually very appealing. |
| What do you think needed improvement on the project? | While it came close the game did not fully meet our final deliverables, due to the time constraints we were only able to create 4 of the 5 levels we expected and while I game features sounds for critical aspects such as shooting and losing we did not manage to include sounds for opening doors/winning etc. Better time management would have allowed us to fix this.  The game contained a few minor visual bugs such as the title on the menu not being visible when not full screened and the death and victory screens being too small, these were caused after exporting the game for web as we did not attempt to port the game to web until the final export. Better playtesting methods such as playtesting the game standalone rather than in editor would have allowed us to avoid this problem.  A large portion of development time was dedicated to features that were never implemented into the game such as the player shield and the arrow that directs the player, if we had better researched the usefulness of these aspects we could have saved a lot of wasted 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. | Throughout the project I managed to successfully compete every single task that had been set for me as well as well as complete all management tasks that I had set myself (Sprints/minutes etc.)  I created all the animations that were used in the game, the animations I created (character walking, enemy shooting, intro cut-ins) proved very popular both with my group members and people who play tested the game, I feel as if the animations I created in the game were the highest quality assets I produced.  Whenever I noticed a question being asked on the discord that had not be yet answered I made sure to try to answer it in as much detail as possible, beside this communication-wise I also tried to ask my other members opinions of the assets I was working on before submitting them and marking them as complete to minimize the risk of assets not being of a suitable quality.  For some of my tasks such as the tile sets I believe that I overestimated my ability to work within the time constraints I gave myself, due to this while the tasks were completed I ended up missing a few important tiles due to not spending as long planning the tile sets which resulted in my group members having to improvise for the missing tiles. I made sure to correct these issues later but I believe that my time management could have been improved. |
| **OVERVIEW** | Overall I think that this project went very well due to the fact that the game was feature complete and almost fully asset complete as well as the fact that during my playtests, especially during the later ones, my game proved to be very fun to play. The only changes that I would make if I had to repeat this project would be to playtest my game more regularly and discuss new features for our game in more detail.  We could have avoided both the bugs such as the miss-sized UI by playtesting with an actually exported build of the game and we could have saved a lot of wasted time by discussing the implications of the reflect mechanic which was unused in the game. |
| **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?** | To make sure to thoroughly discuss the implications of a feature before attempting to create it, doing this will result in less unforeseen circumstances when creating a new feature and reducing the risk of scrapping an aspect that did not work as I had originally expected it to.  To perform better and more regular playtests, while my current playtesting systems allowed me to discover bugs and see where a player was having fun it did not allow me to test individual builds due to the tests infrequency which meant that some features of the game might have been glossed over and bugs (like the miss-sized UI) may have been missed.  To continue regularly updating my group members about the state of my current assets, during last year’s project I had to redo some assets as they were not up to code but during this I regularly updated my group members with screenshots of work in process assets which allowed me to quickly identify aspects my group members did not like and fix them immediately after discussing them, therefor I will continue to do this in future projects. |

**Asset List:**

* Found sfx and music for the game but they were unused
* Designed the original concepts for all the stages
* Created 5 tile sets for all stages, the hotel tile set was unused
* Created the arrow that displays where a player should move next
* Create the blood effects that enemies should drop when died but they were unused
* Reworked and animated shooting/dying for bailey’s original enemy design
* Created various charge up animations for enemies however these were unused
* Create the game over and lever completed screens
* Created the logo used on the main menu
* Created and animated the player character
* Created multiple bullets sprites for the game although only 1 was used
* Created and animated the sprite used for doors
* Created the casino props (3 Table variants, an animated slot machine and 2 variants of a roulette table)
* Created a cut-in intro for all 5 stages although the hotel one was unused
* Created some of the props for the park (Unused square bush, unused manhole)
* Created some props for the agency (Animated hologram table, office tables)
* Created assets for the unused hotel stage (3 variants of a suitcase)