**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** | Daniel Bailey |
| **PROJECT NAME** | Team 12 – Trap Master |
| What do you think went well on the project? | Overall, I believe the art style of the game was visually engaging to audiences as multiple play testers commented on how they approved of the art style.  Additionally, all the gameplay features we set out to add were included into the final game, for example the inventory of different traps, rather than a hard override, and stationary enemies in guard towers that don’t need to be killed but add a level of challenge to the game.  Play testers also approved of the layout of each room, commenting that the 3 playable rooms did get progressively harder with the introduction of the guard tower enemy in the final room increasing its difficulty. |
| What do you think needed improvement on the project? | To improve it was commented that the cooldown for placing traps felt too long and could thus be shortened to improve game pace. As with the current cooldown time, play testers were waiting around for the cooldown to end before being able to carry on.  In addition, it was noted that the tougher enemies had no distinguishable difference in the sprite and thus several play testers were surprised when they took more than 2 traps to kill.  The game could have also benefited from more rigorous testing of individual parts rather than general tests as each large section was complete.  Finally, I believe the game could have benefited from either more rooms in the level to add a speed challenge to the game, or multiple levels of different layouts for players to improve their skills.  Animations would also have made the game feel more polished rather than sliding players and enemies around the map, which play testers found to be amusing but confusing. |
| 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 behavior, whether you were proactive in spotting problems. These are the key qualities of a professional. | Through the project I believe I worked extremely hard to ensure the features that needed to make it into the game did so, while also fixing the issues that arose from new features.  For the AI to work as intended I had to quickly learn the basics of A\* pathfinding which was helped by the premade scripts, but I had to make some changes to make the enemies toggle between patrolling and chasing.  In addition, I attended all team meetings and made a point to keep the team up to date on where the programming was at and what assets would be needed soon so that they could be prioritized. I also kept up to date on Jira tasks completing and logging the work as soon as I could. |
| **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?** | From the time spent working on this group project I have learned how to prioritize certain elements of a game depending on how crucial it is that the features are in place. For example, prioritizing player features when animations and sprites are being made so they can be added straight away. I will carry this forward to my group next year by having both designers and programmers focus on specific areas together so that they can be completed rather than designers focusing on features such as player assets while the programmers are making enemy features.  In addition I have also learned how important it is to communicate well with the team as our project manager was very good at keeping up to date on where everybody in the team was at and if anybody needed features or assets completing quickly or with high priority. |

**Asset List**

Research into AI pathfinding in both Unity and Unreal

Player scripts-

* Move
* Place trap
* Health
* Take damage
* Trap inventory
* Game over
* HUD
* Score
* Timer

Enemy scripts-

* A\* pathfinding (Patrol, chasing, switching between)
* Take damage
* Shoot
* Guard tower enemy
* Catch player

Menu-

* Main menu
* Pause menu

Traps-

* Pickups
* Effects
* Trap numbers

Sounds

Add sprites to prefabs

Camera moves to next room (Moves, adjusts size, can move back)

Next room opens when all enemies are dead