**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** | Katie Millar |
| **PROJECT NAME** | Group 12 – Trap Master |
| What do you think went well on the project? | All team members were reliable and turned up to every session, initial concerns about initial group member lateness were addressed promptly and taken on board. Since then, there has been no lateness in the group. All team members communicated well throughout the project. Standard of expected work was extremely high, with all group members working to complete assets to a decent level.  In presentation, the team presented confidently and with apt knowledge of the project to answer any and all questions. The team took on feedback from both presentations and playtesting well. |
| What do you think needed improvement on the project? | Although the project was over-scoped, the team tried their hardest to live up to initial expectations of the project. However, the project would have majorly benefited from some reining-in. Group organization had a bit off fall-off towards the end, including from myself, as the group manager.  The main notes during playtesting feedback were that animations needed to be finished to completion, and minor bugs such as the health system needed to be fixed. Overall, the general consensus was that the project needs major aesthetic polishing. |
| 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. | I feel like I was, on the whole, reliable as a group manager. At the beginning of the project, I stated to my team that one of my primary aims as a manager was to be there to facilitate areas of interest for each group member during the development of the project. This meant that group members were always assigned tasks relevant to what they were interested in, while still striving to adhere to the brief and make a fun, playable game. I felt that I was personable and approachable as a manager throughout all the weeks of the group project, and always tried to start team meetings and jams with a fun, positive attitude.  I tried to combat problems that arose quickly, and with the opinion and concern of all team members. I tried my best to take up each important discussion with the group, never wanting them to feel like I was always the one to make important choices regarding the project or the workload of the team.  However, it took a while for me to further understand my role as a group manager, and ultimately my eagerness to also develop assets etc. alongside my group members got the best of me. This meant that both my asset creation for the game and group management organizational skills both became very lackluster towards the end of the project - as trying to juggle them both lead to quite the disorganized mess. |
| **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 this year, I have learned not to over-scope. As a group manager, It is difficult to rein in the high expectations of what both yourself and your team want to make - and I was not able to do that 100% successfully over the course of this project. I now know to work on the groundwork of a game project before building up various details. I also know that while being open, approachable and energetic is one thing, being organized is another entity entirely, and it requires round-the-clock work to make sure that all communications, tasks, problems etc. are being dealt with appropriately. |

**Assets and documentation made by me over the course of the project include:**

All meeting minutes

All running of Jira Sprints

**Assets Inside Github Folder Katie Millar > Game Assets**

* Door.png
* EnemyNPC\_Standing.png
* Pause and Start background.png
* PauseScreenTitle.png
* Presentation Idle.png
* Quit to menu button.png
* Restart Button.png
* Trap Master Prologue.png
* Wall\_topper\_01.png
* Wall\_topper\_02.png
* Wall\_topper\_03.png
* Wall\_topper\_04.png
* Background.png
* Controls Button.png
* Play Button.png
* Quit Button.png

**Assets Inside Github Folder Katie Millar > Research**

* 2019-04-03 13-25-04.mp4 *(Video Walkthrough)*
* Asset research.png
* Asset research 2.png
* Concept art – wizard guy.png
* Research of Bullet hell Dungeon Crawlers.docx
* Scan 6 Feb 2019 (1)-page-001.jpg *(initial game concept ideas)*
* Scan 6 Feb 2019 (2)-page-001.jpg *(initial game concept ideas)*
* Scan 6 Feb 2019 (3)-page-001.jpg *(initial game concept ideas)*