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| **STUDENT NAME** | Alexander Moore |
| **PROJECT NAME** | Group 12 - Trap Master |
| What do you think went well on the project? | Everybody attended all sessions so we were never limited by missing personnel.  People completed their assigned tasks on time so we never had to deal with a backlog and could keep moving forward.  Everyone was cooperative so we never had issues with someone being problematic and refusing to do something.  The game is fully functional with no apparent bugs meaning that it is well coded  The game has almost all of its assets inserted cleanly so there aren’t many placeholder assets left in.  The cones gives a clear indicator of the guards’ vison which makes planning around them easier and removes elements of trial and error.  The trap system provides a sense of progression and rewards the player for planning ahead  The guards’ movement speed heavily punishes direct confrontation which means that players must learn how to play around them |
| What do you think needed improvement on the project? | The game would be better if it were longer it would allow more creative levels and simply provide more content so the player could learn the mechanics better.  The assets made lack a consistent style between creators which means that the game has a somewhat non-cohesive graphic style despite everything being pixel art.  Only one person could code well which meant that our group was dependant on him for actually making the game.  More enemy sprites would be beneficial as there isn’t a way to distinguish between different enemy types before engaging with them as play testers were unaware that certain enemies had more health than others.  The game is lacking animations as we couldn’t get them to work which means that all of the sprites are static which makes the game look bland.  The HUD needs more polish as it doesn’t fit with the games aesthetic and consequently looks jarring in comparison. |
| 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 was consistent in getting work done and attending sessions so I never felt I was letting my team down and I never failed to meet a deadline so I believe that I was reliable and didn’t have to be accommodated for.  The quality of my work was good and consistent and I don’t feel that my work ethic decreased as time passed, meaning that my work could be trusted to meet standards  I was sociable with my group though I tended to be quiet when talking about things I wasn’t sure of so while I don’t believe I was uncommunicative I didn’t leave my comfort zone as much as I should have  I always prepared multiple versions of assets I made so there were always alternatives and meant that the whole group could weigh in on what was best suited for the game  I kept forgetting to log my hours on Jira so the team didn’t have a clear picture of how much work I was doing which may have affect their ability to trust my work ethic  I faced no notable issues with any of my work so I never had to make my team use their time to help me with my work so I didn’t drag the team down  My inexperience with coding meant I couldn’t help much despite how important it is and when issues came up I wasn’t much help |
| **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?** | It’s best to let everyone play to their strengths rather than make someone do something they cannot do well as it will just frustrate them and produce low quality work  Round table discussions are better than someone just assigning roles as people can choose to work on what they enjoy and are skilled at rather than be forced to work on something they dislike  No one should become irreplaceable as it means work can’t be done without them so if they are sick or otherwise indisposed, production can still continue  There’s value in doing more than what is asked of you as it shows the team you are passionate and are willing to spend time to improve your product  A good relationship with group members is very important as it is indispensable in encouraging communication as people can feel comfortable expressing concerns and issues with work without feeling they will be shamed  It’s bad to suffer in silence, if there is a problem people should speak up as if not there won’t be any solutions  In future it should be important to avoid over-scoping as work may be wasted and the game may feel incomplete. |

**Asset List**

Fire card design

Water card design

Earth card design

Wind card design

Card slot with grey colouring

Card slot with green colouring

Card slot with a crosshair design

Tattered card

Thick bullet with grey tip

Thick bullet with yellow tip

Thick bullet with pink tip

Thin bullet with grey tip

Thin bullet with yellow tip

Thin bullet with pink tip

Throwing axe

Purple bullet

Arrow

Iron Maiden

Red vison cone

Blue vison cone

Yellow vision cone

Hand

Prison bars with eyes peering out

Head with red hair and blue eyes

Coffin with a cross

Red heart with drained variants

Red circle

Red bar with drained variants

Yellow key