**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** | Stefan-Lucian Simulete (S193800) |
| **PROJECT NAME** | Group 12 – Trap Master |
| What do you think went well on the project? | -everyone attended every meeting  -the communication was good  -every member did most of their work at a high standard  -the leader tried to gives us tasks that we enjoy in order to put some passion in it |
| What do you think needed improvement on the project? | -we could have spent one more week on research and establish most of what we want in the game instead of speaking multiple weeks about it. That time, could have been used to add more things into the game.  -another problem was the over-scope |
| 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. | -attended every meeting  -my work was consistent and I tried to give my best at everything I did on this project  -Every time I was not sure about something, I asked the team on discord for advice or help  -constantly asked the team members about how are they feeling and if they need assistance  -I was happy to study visual effects and animation in my spare time trying to make the game looks better |
| **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 is very difficult to work with a team on the same style without constantly asking their opinion or really good mood boards  -communication is crucial and is the key point together with the attendance  -the game is supposed to have better results if anyone is working on something that he enjoy |

**Asset List**

**-Research for Rogue-like and bullet hell games**

**-multiple assets of chains**

**-prison floor tile set**

**-prison bars**

**-hand cuffs**

**-prison walls tile set**

**-torch**

**-arrow**

**-paper level design**

**-imported the assets into engine and built the levels**

**-game sounds**

**Visual effects and animation**

**-research**

**-a flame for the torch**

**-explosion for game traps**

**-animation for spike trap**

**-raining arrows trap**

**-vortex animation**