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| **STUDENT NAME** | Fraser King |
| **PROJECT NAME** | Boomstick (Group 16) |
| What do you think went well on the project? | Primarily, I feel as though the group collectively delivered a clear, well-received response to the brief. Through our extensive playtesting, we found that the core mechanic was both easy to learn and well-tuned in reference to ease of use (knock-back rate, reload delay etc.). This consensus was further reinforced through Joe Kinglake’s positive feedback, stating “I could easily see this being an enjoyable mechanic in a roguelike dungeon crawling experience”.  Additionally, I was also very impressed with the way in which each group member was productive, reliable and consistent over the twelve weeks of production. Both Level 4 students dependably completed their tasks on time and, in the rare instance of any issues (absence due to illness, for example), let the team know at the earliest possible convenience to allow any resulting issues to be dealt with smoothly.  Co-management with my fellow Level 5 Designer Mishu also went very smoothly. We effectively shared the managerial workload of the project, with Mishu controlling the JIRA board/tasks and myself writing meeting minutes, logging Discord screenshots and controlling the repository (making frequent file structure adjustments, pushing administrative materials etc.).  Mishu and I successfully managed the scope of the project and, despite losing a team member halfway through development, successfully delivered working product to a set of clearly defined deliverables (see Week 6 Presentation, 08.05 Meeting Minutes). |
| What do you think needed improvement on the project? | The main issue encountered through development was seen through the gradual degradation in work and eventual loss of Level 4 Programmer Sion. The loss of Sion resulted in the project having to reassess the AI deliverable outlined in week 6 – replacing the 2-4 AI controllers with a singular “line-of-sight” controller. This adversely affected the diversity of the game’s enemies however, given more development time, this could be addressed. |
| 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 am very pleased with my personal contribution to the project – both in terms of designer input and overall project management.  Firstly, from a designer lens, I initially contributed the solution to the brief that was selected by the team to be developed (“taking the run out of a run and gun roguelike”). I also developed a small number of the game’s prefab rooms and made numerous research documents early into development that ultimately shaped the course of development.  Moreover, from a managerial perspective, I believe that I led the project by example. I have been present for every single team meeting, attended all timetabled lectures/jam sessions and completed every single allocated JIRA task in a timely and organized manner. This should be evidenced by the consistency in both GitHub commits (namely the consistent meeting minutes) and JIRA tasks. I believe that my reliability in these areas effectively led to a well-managed project and the consequential delivery of effective product.  Furthermore, I also kept a consistent line of communication with all other team members and, in the rare instance when it looked like a task may not have been completed, followed it up appropriately (typically it was a team member forgetting to update their JIRA task and the work had actually been completed). |
| **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?** | The primary takeaway from managing this project has been controlling the regularity of my managerial conduct – as mentioned above, leading by example results in other team members echoing those efforts, thereby reducing risk of project ‘decay’ and steadying the ship in terms of ensuring work is completed.  The second major takeaway was to always be mindful of how the group communicates. Without frequent communication in the form of team meetings and discord messages, it would be impossible to know the status of each team member and their affiliated tasks. |

**Asset List**

* All Meeting Minutes (14 Total)
* All Discord Screenshots for Every Sprint
* **‘**Cut-Up’ Asset Pack Sprite Sheets for use in Unity
* Baked custom normal maps in SpriteIlluminator for Asset Pack Assets & Mihai’s Custom Assets
* Created Photoshop Room Templates for Room Design
* Ported Mihai’s Photoshop Rooms into Unity Prefabs
* Implemented Flickering Lights
* Created Individual & Collective, Iterated Brief Solutions
* Created Market Research, Player Emotion, Roguelike Alternatives, Enemy Design and Potential Player Exploits Research Documents
* Created Presentation, Presentation Plotting Document, Presentation Graphics and Presentation Gameplay MVP Video/GIFs
* Created Kickback Mechanic Playtesting Template/Guide
* Created Pre-Easter Video Walkthrough (Recorded Gameplay/Edited in Premiere Pro)
* Built/Version Controlled all Android, WebGL and Windows Builds
* Created Loading Transition Frames
* Created Itch Submissions Page