**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** | Harry Wadman |
| **PROJECT NAME** | Boomstick |
| What do you think went well on the project? | I feel that we were able to have systems quickly implemented so that we could iterate upon and test the systems quickly. We also communicated any problems very efficiently and our weekly meetings meant that all of the team was on the same page and up to date with the development of the game. |
| What do you think needed improvement on the project? | I think that how the tasks were prioritized could be improved and more important tasks could have been done earlier. I also feel that the tasks could have been divided more evenly between the members however this was hard as there was only one programmer and three designers on the team. I also feel that we should have aimed for a playtestable build of the game earlier on in development. |
| 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 feel that I had a good contribution to the project as I created all of the systems within unity as our other programmer left the team early in development. I also helped with a lot of other unity related problems as I had the most experience with unity in our team.  I feel that I had output a good quantity of work as each week I was able to introduce a new system, apart from the dungeon generator which took multiple weeks, and, when I was not able to do a lot of work due to being ill. The quality of the work was at a decent standard and most systems were introduced with limited game breaking bugs however if I had spent more time refining the systems it would have made other tasks a lot quicker, such as the room system, if I had made it easier to create and add rooms to the dungeon generator it would have saved time on those tasks later in development. |
| **OVERVIEW** | Overall I feel that this project went very well, we quickly implemented systems on a game idea that had a very simple but effective premise, and the design of our game really helped make development a lot easier. All throughout development every detail of development was communicated to all of the team members and every one was up to date on all the details of the game.  A lot of our problems during development arouse from having unavoidable absences, and circumstance that could not be planned or accounted for, I had multiple illness related absences and a team member left early in development leading us to have slightly over scoped some of the games content, however since the game idea was very scalable and the minimum viable product was very small we were still able to deliver a decent game. |
| **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?** | For my next group project I will definitely take the good parts of this project, such as the simple but effective idea that leads to easier development and the ability to adapt to scope changes, the consistent communication and management of the project, and the fast iteration of systems. I will also make sure to be mindful of some of the problems we had, such as, the priority allocation of more important tasks, and aiming towards a playtestable build quicker. |

**Asset List**

All unity scripts (Game Audio, Player, Enemies, Explosive Barrel, Bullets, Rooms, Dungeon Generator, Camera Scripts...)

Barrel Explosion animation

All of these assets made it into the final game.