**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** | Mihai Giurea |
| **PROJECT NAME** | BoomStick |
| What do you think went well on the project? | Our team work was on point and everybody did their assigned work. |
| What do you think needed improvement on the project? | The only things that I think need improvement are some of the minor mechanics of the game. Unfortunately we were not able to address those issues due to unexpected events and the lack of time that resulted from them. |
| 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 think that I was a good asset to the team and I have provided us with a variety of 2d assets for the game. I was reliable by being able to do my work on time, I asked my team mates for feedback on my work and changed it if they thought that it wasn’t good enough. I also was able to spot problems and provided the team with my point of view. The only thing that gave me problems was my shyness but after a few weeks I got over it and was able to communicate with my team mates without any problems |
| **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 group project has though me a few things like how important is being able to manage your team mates appropriately, that being shy will only hurt both the outcome of the project and my work overall. In addition to that my skills as a designer also went up. I have become better at photoshop, I have learned how to make pixelart and I also have learned a lot about management. |

**Asset List**

**Research:**

* Research for enemy design
* Outline project brief
* Research for presentation theory
* Research for immersion theory
* UI and UX design

**Cut assets:**

* crawler\_01

**Final build assets:**

* enemy\_1
* player\_character\_sprite\_sheet
* props\_1
* props\_2
* props\_3
* props\_4

**Playtesting feedback:**

* kickback mechanic playtesting feedback 1
* kickback mechanic playtesting feedback 2
* kickback mechanic playtesting feedback 3
* kickback mechanic playtesting feedback 4
* kickback mechanic playtesting feedback 5
* kickback mechanic playtesting feedback 6
* kickback mechanic playtesting feedback 7

**Rooms:**

* large\_room\_2
* large\_room\_3
* large\_room\_4
* large\_room\_5
* large\_room\_6
* large\_room\_7
* small\_room\_01\_updated
* small\_room\_02\_updated
* small\_room\_03
* small\_room\_04
* small\_room\_05
* small\_room\_06
* small\_room\_07
* small\_room\_08
* small\_room\_09
* small\_room\_10
* small\_room\_11
* small\_room\_12
* small\_room\_13
* small\_room\_desert\_02
* small\_room\_desert\_03
* small\_room\_desert\_04
* small\_rom\_desert\_05
* small\_rom\_desert\_06
* small\_rom\_desert\_07
* small\_rom\_desert\_08
* small\_rom\_desert\_09