**Project PostMoretm.**

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| **STUDENT NAME** | Mircea Lazar |
| **PROJECT NAME** | “Boomstick” |
| What do you think went well on the project? | First of all, I consider that the group has managed to deliver a clear and successful response to the assigned brief. Our iteration system was based on extensive playtesting, thus we managed to deliver a game that is easy to learn and play. We felt like we successfully accomplished our internal goal of delivering an enjoyable roguelike experience, as stated by Joe Kinglake’s Feedback “I could easily see this being an enjoyable mechanic in a roguelike dungeon crawling experience”  Additionally I was impressed by each of the group members, their reliability, productivity, the quality of the products they delivered and their overall enthusiasm and willingness to contribute to the project. Everybody on the team, including both level 4 students, Mihai and Harry, and my co-manager Fraser, managed to keep a consistent workflow throughout the entire project. Everybody also demonstrated professionalism by announcing their absence ahead of time (in rare cases of illness, for example), allowing us to deal with the issues before they evolve into major problems.  Co-management alongside Fraser went wonderfully. We managed to split the workload of the project, him writing meeting minutes, logging Discord screenshots and controlling the repository, while I would take care of the Weekly task, logging them into Jira and ensuring that the level 4 students clearly understand them. (Additionally I have allowed them the opportunity to undertake overtime task, at their own requests, as they would occasionally want to spend extra time outside of the 6 hours/week scope).  Both I and Fraser successfully managed the scope of the project, especially considering that we lost a team member halfway through the development period. We successfully delivered a working product to a set of clearly defined deliverables, excluding the ones that were based on Sion’s expertise regarding AI. |
| What do you think needed improvement on the project? | The main issue we encountered mid development was seen though the gradual degradation in work and reliability, and the eventual loss of the Level 4 Programmer Sion. This loss resulted in us having to reassess our AI deliverables, replacing the 2-4 AI controllers with a single controller, based on line of sight. Additionally, this also resulted in us having to cut half of Mihai’s work on the enemy AI art assets, as we lacked the time to implement them into a different controller. |
| 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 overall pleased with my personal contribution to the project, both as a designer and project manager.  As a designer, my main input was in hand picking the pre made assets that we ended using in our project, having to pick from a massive library of assets owned by both me and my co-manager; contributed in creating numerous research documents in the early stages of the project and occasionally assisting the level 4 designer, Mihai, with his tasks, while Fraser overlooked the programming side of development.  From the perspective of a project manager, I believe that I managed to set high standards that the team members that the other team members would respect and meet. I attended all timetabled lectures and all but one jam session (that I announced within the team 2 weeks in advance); completing every assigned Jira task in a timely manner; I spent extra time and effort in properly summarizing, describing, labelling and prioritizing the Jira Tasks.  Furthermore, I handled the QA side of the project, making sure that we deliver a polished (as much as the time allowed) and bug free product, logging bug reports that would contain their priority of fixing, probability of encountering and more details, including images and videos of the encountered problems. These can be found inside the QA folder, in the repository. |
| **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 main takeaway from the project would be the ability to work around the loss of a team member, changing the scope of the project so that it would be delivered as a finished product, even if the lost member had an important role to play within the team.  The second takeaway is to ensure that all team members keep constant communication. Without frequent communication it would be impossible to know the status of the project, as well as each team member’s tasks. |

**Asset List**

* **Set up 10/11 jira sprints, complete with task summaries, clear labels, descriptions, priorities, overtime tasks etc.**
* **Created 4 out of the 20 room prefabs.**
* **Created the more refined playtester feedback sheet, and aggregated the old responses into the new database.**
* **Did QA testing on 3 different builds of the project, logging a total of 9 bug reports.**
* **Outsourced the audio files for the game.**
* **Outsourced part of the game’s artwork. The artwork was purchased from Humble Bundle as part of the Humble RPG Game dev Bundle.**
* **Created the player weapon assets, as well as some of the cut assets.**
* **Researched various subjects in the early parts of the project.**
* **Overlooked the progress of Mihai and assisted him in completing his art tasks**
* **Organized remote playtesting through an online playtesting sheet and shareable builds.**
* **Created master design lists for enemies and environment elements.**