**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** | Michael Davis (S191251) |
| **PROJECT NAME** | Project Zombie |
| What do you think went well on the project? | The team worked hard on this project, there was a lot of enthusiasm from everybody in the team initially which is what kept the project going. We unfortunately lost all enthusiasm towards the end of the project cycle, this was caused by over ambition in our initial design idea. We then had to cut our over ambitious game down in half scraping art assets the design team spent 6 weeks working on and scraping 6 weeks of code leaving our game in a soulless state. In the end my overambition turned in to hatred for this project, I no longer wanted to look at or work on this project again. I am sad to say that this group project game is dead to me.  We worked well as a team tasks were done in an acceptable timeframe, everyone understood what tasks needed to be done and when. In my unfortunate absence my team did stay together to continue working on this project, taking minutes, sprint meetings, etc. If weren’t so ambitious with our initial design idea then we could have produced an amazing game instead of the bad, soulless, unimaginative and generic game we currently have.  In summary, I don’t think a lot went well on this project to be honest. We had some initial enthusiasm for the project but our overambition is what sadly killed our group project. |
| What do you think needed improvement on the project? | We didn’t spend a lot of time in pre-production, we didn’t discuss that many ideas as a group, in the end we went with the first idea we came up with. Which was rather over scoped or rather overtly over ambitious project for student game developers, I don’t even think AAA studios would attempt this ambitious project! If we had spent more time in the pre-production phase of the project, then we would have had more ideas to work with and discuss as a team. I think a lack of pre-production was the first mistake we made as a team. If we had the opportunity to do this project again, we will spend more time in the pre-production phase of the project.  The project scope for this project was not kept within reasonable constraints leaving us with a workload that none of us could ever realistically complete within the timeframe we were given. We should have scoped the came to mobile platforms, rather than targeting the desktop platform which caused our creativity to run amok. A lack of project scope control was the second mistake we made as a team. If we were to do this project again, we will specifically target our game for the mobile platform to help keep project scope under control.  I as a project manager should take full blame for allowing project scope to get out of control. If I was to manage this project again, I will constrain the project scope within the reasonable constraints of the skill of the team.  Team communication needed to better, there were moments of communication breakdown between team members. I think I bare some of the responsibility for this due to my lack of communication with other team members at certain points in the project. If I was to manage this project again I would make the time to ensure team members were notified of project milestones.  In summary, a lot of things needed improvement on this project. Everything from our pre-production to our final product needed improving. Since so much needed improving on this project I think it was a miracle that we even got any work down at all to be honest. |
| 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. | The AI programming was the most challenging programming task, I have ever done. I was using a perception system which I had never used before, it was very difficult to get working AI behavior using this system. I think it was a remarkable feat of engineering that I managed to achieve what I would have considered impossible a year ago, is now possible. Though it must be stated that the AI programming tasks took up approximately 80% of my programming time. Which was an insufficient use of our limited resources, since I was the only programmer and I was unable to dedicate much of my time to other programming tasks. I think in future projects I will have too allocate my time more carefully or don’t do AI.  I made a lot of contributions into the design of the game as well. The entire prototype level was designed by me, with the other team members contributing to the art assets.  I don’t think my reliability as a team member was ever questioned by anyone else on the team. My reliability was challenged by unfortunate circumstances beyond my control forcing me to take a long hiatus away from this project. I was proactive enough to make sure my absence did not affect the project, by setting my other team members their tasks in advance and given them a breakdown on what they must do to complete the project. However, this was not enough and the group project grand to a halt over the spring break. I do believe that my conduct during these unfortunate circumstances was professional and event though it did not safe the project it was the professional thing to do.  In summary I believe my conduct has a team member was entirely professional throughout the entirety of the project, despite my unfortunate circumstances, I still acted in a professional manner. |
| **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?** | Don’t be overambitious, though we are currently failing at that in my current third year group. Having cool ideas is great but if you don’t have the technical or design skills to make this idea a reality then you’ll just end up disappointed with the result. I think that describes our second-year group project in a nutshell.  In the third-year group project we really need to focus on quality over quantity, small scope and control our ambitions for the project. If we can achieve this then we will have a complete and polished game. |

**Asset L**

**N/A**