|  |  |
| --- | --- |
| **STUDENT NAME** | Bogdan-Florin Dumitrascu |
| **PROJECT NAME** | Project Zombie |
| What do you think went well  on the project? | We had good communication overall. In terms of organizing the project, our leader was always on time with setting tasks and answering to any problems or questions we had. We had catch-up meetings every week in our free time which helped the development of our game. |
| What do you think needed  improvement on the project? | The scope of the game was huge and clearly more than we could have ever handled. We also focused on less important parts when there was not the case. For example, we lost 4 or 5 weeks only on modelling assets for our game before we eventually moved on to using 3rd party assets which was definitely a better option. |
| 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 believe I was a reliable team member throughout the whole project. I finished my tasks successfully every week. In terms of quantity, I produced a lot of assets for the game. I tried to work on any thing that we needed. Even if I didn’t know how, I watched tutorials and learned different stuff in order to finish my tasks. I was ready to get out of my comfort zone and focus on what was needed for the project and not on what I wanted to do. I tried my best in communicating with my team-mates be it by responding to messages or e-mails or by bringing up different matters for discussion at the weekly meetings. |
| **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? | First of all, I learned a lot about what it means to be a leader because ours was a good example for me. Secondly, because we were a small team without a level 5 designer, we had almost full control over the design choices. I learned how to be responsible with these choices and how to simply risk and go for it sometimes. I also learned how to be objective and listen to others on your same experience level and choose their idea if it’s better. Lastly and one of the most important lessons is to not over-scope. It’s better to have a fully playable game than to end the semester with one that is good in theory but is not finished yet. |

Project Postmortem