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| **STUDENT NAME** | Jack Gilmour |
| **PROJECT NAME** | Project Zombie |
| What do you think went well on the project? | The best aspect of the group project that decently went well was the A.I programming. The A.I can be a bit buggy but the fact the zombies chase after the player, stop when out of site, move to an area close to where a sound was “Heard”.  Another aspect that I believe went well in the project was the amount of effort and dedication was put into the 3D assets, although too much time was dedicated, about 6 weeks, and we didn’t use those assets in the reinvention of the project. |
| What do you think needed improvement on the project? | A lot needs to be improved. Communication to other members was alright, we talked to each other and arrange meetings in a timely manner but sometimes what would happen is a reply would sometimes be delayed until either the deadline for something that needed help expired, also reply rarely wouldn’t happen.  Another aspect that needed improvement is understanding what would be possible and what would be over scoping. Until we did the first presentation, we were confident that the original idea would have been possible to complete it with its open world, traps, day/night cycle, unlockable areas. We did have our doubt but was arrogant in understanding our own ability.  More planning was more than likely essential to success which would make sense as we did little foreplanning for the project for what we were going to do for the 12 weeks, but instead we planned only for what we were going to do for the following week and not for week after or the week after that. |
| 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. | My contribution to the project was probably the least out of the three of us. I did some models like trees, rocks, bushes, traps, generally low poly models whilst the other designer was doing higher poly models in the time I was making lower poly models. As a team member, I was absent from a few meetings and I was getting distracted by my phone. As soon as I understood what was happening and was having an effect of my integrity and quality of the work I was producing, I was cutting back on distractions. My integrity wasn’t the best I was logging my work incorrectly and putting down the hours the same as what was estimated. I was given a stern word by my project leader and from then on, I’ve being putting down more honest hours in Jira. |
| **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 first, and most important, is to understand what ideas would be too much and what would fit perfectly with the brief, the team’s abilities and time allocated for the group project. I don’t want what happened on this project to happen on the next project as I don’t want to stress the first years or lower their grade because of it. |

**Asset List**

**3D models:**

* **3 Low Poly Trees**
* **3 low poly rocks**
* **3 Low poly Traps**
* **First-person Physics gun**
* **Wood Cabin**
* **Wood Cabin door**
* **4 types of logs**
* **Tree Stump**
* **Barrel**
* **Chair**
* **4 types of fences**

**Scripting:**

* **Menu Play button**
* **Menu Quit button**

**Level Design**

* **1 Level**
* **Paper Prototype**