**PROJECT POSTMORTEM SUBMISSION FRIDAY 10th MAY**

# DMC Hidden Crimes – Postmortem

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| **STUDENT NAME** | Daniel Pokladek | s184264 |
| **PROJECT NAME** | Hidden Crimes |
| What do you think went well on the project? | I think myself and George have worked well to communicate with the client consistently to create the Hidden Crimes application. Throughout the project we have worked well to iterate on the changes that the client required us to make, and we’ve been very transparent with any changes that we have made to the project. We have also made suggestions to the original idea that the client had, to improve the application and client’s vision of it. In the beginning the client wasn’t sure about making the app 3D and liked the 2D look of it, but once we’ve shown her the 3D modelled house she grew to love the new look of the application.  We have made it clear from the beginning that we won’t be able to fully finish the application by the deadline of the module, but we have agreed with the client that we will continue developing the application past the module to deliver a finished product. Since then, this has opened a lot of new opportunities for me and George which have also brought a lot of attention from different charities and the council. We have agreed with the client that by the time the module is done we will have finished all the mechanics and data collection in the app, and the things like graphics and UI would be improved post-module.  Thanks to Michelle, and the application, we were able to make many new connections in areas we have not thought about working in previously. We have also generated a lot of interest from different charities, and companies such as NHS which could potentially land us new projects in the future.  Thanks to the potential future projects, George and I are considering setting up a small studio under which the projects will be kept. This way we can build a brand for ourselves, and work on future projects using that brand.  Overall, we have worked well as a team, we have communicated effectively while working on the application. We have met in the games labs to work on the project between the meetings with client, while also working at it from home. |
| What do you think needed improvement on the project? | While working on the project, George and I have run into few managerial issues around March which was caused by other assignments in the way; we have forgotten to log some of the tasks in Trello, but we have caught up with the tasks. We have also forgotten to write few of the meeting minutes after the meetings, but we have written those and are now available on GitHub.  Due to this, I feel like some of the design choices have been rushed and could’ve been improved together with the UI which I have been working on, but we have agreed with the client that we will work on the UI and the graphics once we’ve finished all our assignments; Michelle was happy to do that. We will be re-working most of the UI and the UI sprites as part of this.  This was mostly due to other assignments that were due at the time, as well as some personal issue that I was facing at the time. In the end we have caught up with the mechanics of the game, and we’ve been able to focus on polishing the mechanics while playtesting the app with our peers. |
| What do you think of your own contribution to the project? | I think since I have joined the project, in February, I have helped George to develop this application. While I took lead of the programming of the application, George could focus on the design aspects of the game as those are areas we are more experienced with and more comfortable working in.  In the beginning George has created a proof of concept application, which showed the ability to collect data from the game and sending it off to a Google form. While this script worked, it lacked a lot of functionality and used an outdated WWWForm code in Unity which soon has been deprecated.  I have started off by upgrading the code to the new Unity Web code, and I’ve focused on making the updated code send data just like the original code. I have re-written the code as a WebManager which contains more functionality, to make it easier to use in the project. I have also added the ability to send some dummy data.  This was required, because if we have left the old code in the project and Unity updated their code this could potentially break the application. The new web manager is also more secure, making sure that the data we send to the form is kept private. The new WebManager also contains functionality that the previous script did not have, for example you can now add data to a container and remove it later in the application or replace data, which the original script did not contain.  Next, I have focused on implementing the main mechanics of the applications, the facts display and the quiz, which the client was pleased to see implemented in the project. Even though at the time it was roughly put together code, it worked well, and I was pleased with the working mechanics.  After we have implemented the main mechanics, I have focused on polishing and fixing any potential bugs in the application.  I think I have brought a lot of programming skills to the project, which have made the development easier. I’m happy with the progress I have made in this project, although there is still lot of “rough” code left, it will be removed from the final release in July. As mentioned before, the client has been aware that the application won’t be finished in the time for the end of the module and she has been happy with that.  The only thing I would do, if I was to work on this project from scratch again, I would comment more complex scripts as I wrote them; this would make sure that George could understand the scripts more easily, so if he needed to make a quick change he’d be able to. Instead I will have to go through the project again and comment the code, but this will be done as part of the project cleanup closer to the release date. |
| **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?** | Before joining this project, I have never built an Android app in Unity; thanks to this project I have had the chance to build an Android application multiple times throughout the year while we have presented the application to our client. In the future, we are also planning to release the application on iOS, and this will be a first experience for me. This way in the future projects, I will be able to create iOS as well as Android builds of the games we’d be working on.  This was the first time I have worked with a client on the project, and it has shown to me how important communication is to make sure that the client as well as the developers are on the same page when it comes to the project. Whereas before we’ve mostly communicated between the team, this time we had to communicate with someone who is not familiar with the technology we use, thus we had to approach our client a little differently and explain our choices and changes more clearly without using programming/design jargon. This is a key experience, as in the future I will be able to speak about projects with investors/clients who are not experienced with the technology we use.  George and I are now also considering starting a small indie company, under which this project will be held, and any further projects we might work on in the future. I have never previously had experience in starting an indie company, and this will be a whole new experience. We are going to schedule a meeting with Heidi, who will help us with registering a new company and creating the indie studio. We are also considering contacting IWIC about possible spaces where we could work on our future projects. This would be a great experience, which will be useful in the future if I was starting my own company, for example after transfuzer or any other similar event.  Throughout the project I have also learned some programming principles that I didn’t know before, as well as creating a |