

Final Assignment: Client Project Analysis and Post-Mortem

Points: 100

Submission Type: File upload (PDF or DOCX)

Assignment Overview

As your final deliverable for this course, you will complete:

1. A **Client Project Analysis & Comparison** of another group's final client project (simulation or game), and
2. A **Post-Mortem Reflection** of your own team's project.

The goal of this assignment is to help you step back from development and think critically about:

- How well client projects addressed **client needs, target learners, and learning objectives**
- The **design and technical choices** each team made
- Your **team's process, use of feedback, and professional growth** in a client-based project

Your writing should be professional, specific, and reflective, not just a description of what happened.

Your final submission should be **one document** with the two parts clearly labeled.

Part 1: Client Project Analysis & Comparison (60 pts)

Choose **one other group's final project** (not your own) that you saw during final presentations. Your analysis should be 2–3 pages and include the following sections.

1. Summary of the Other Project (10 pts)

Briefly describe:

- The **client or stakeholder need** the project was designed to address
- The **target learners/users**
- The core **scenario or simulation/game concept**
- The main **user tasks or interactions**

This section should be concise (1–2 paragraphs) but clear enough that someone who didn't see the presentation could understand what the project is about.

2. Alignment with Client Goals and Learners (15 pts)

Analyze how effectively the project aligned with its client and learner goals:

- What **client goals** or requirements were stated?
- What **learning objectives or training outcomes** did the team emphasize?
- Based on the final demo, how well did the interactions, feedback, and overall design support those goals?
- Did the project seem appropriate and accessible for the **target learners** (e.g., level of complexity, pacing, terminology)?

Be specific. Use examples from the demo or presentation (e.g., “When the system highlighted incorrect steps in red, it helped reinforce…”).

3. Design and Technical Decisions (15 pts)

Discuss the other team’s design and implementation choices:

- What stood out about their **interaction design, UI, or feedback to the user**?
- Were there any particularly effective or creative **technical solutions** (e.g., state management, interaction models, use of physics, UI patterns)?
- How did the team handle **error states, guidance, or on-boarding** for new users?
- If applicable, comment briefly on performance, stability, and usability.

This is not about nitpicking bugs, it’s about analyzing how design and technical choices supported (or failed to support) the intended experience.

4. Comparison to Your Own Project (15 pts)

Compare their project to yours:

- In what ways were your **goals and target learners** similar or different?
- How did your **design and interaction choices** differ from theirs?
- What **strengths** did their project have that you think your project lacked (or vice versa)?
- What **lessons** can you take from their design and process that might improve your own future projects?

Aim for a balanced comparison: acknowledge both your strengths and their strengths.

5. Critical Takeaways (5 pts)

Conclude Part 1 with a short section (1–2 paragraphs) answering:

- After seeing this other project, **what would you do differently** if you were starting your own project again from the beginning?
 - Has your perspective on designing for a **real client and real learners** changed? How?
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Part 2: Post-Mortem of Your Own Client Project (40 pts)

This part is a reflective analysis of your **own team's project and process**. It should be about 2–3 pages.

1. Original Goals vs. Final Outcome (10 pts)

Reflect on your project's initial vision compared to what you delivered:

- What were your **original goals**? (Client goals, learner goals, technical scope.)
- Which goals did you **fully meet**?
- Which goals were **partially met** or **not met**, and why?

Be honest and specific; this is not about “selling” the project but analyzing it.

2. Team Process and Roles (10 pts)

Describe how your team worked together:

- What roles did team members take on (e.g., client liaison, programmer, designer, tester, documentation)?
- What **worked well** in your team process (communication, task division, collaboration)?
- Where did your team **struggle, pivot, or get stuck**? How did you respond?

You may mention tools (GitHub, Trello, Unity Collaborate, etc.) if they were important to your process.

3. Use of Feedback (5 pts)

Reflect on how you used feedback throughout the project:

- What did you learn from **playtesting and client/instructor feedback**?
 - What **specific changes** did you make as a result?
 - Were there any pieces of feedback you chose **not** to act on? Why?
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4. Learning and Professional Growth (10 pts)

Discuss what you learned from this client-based project:

- What new **technical skills** did you develop (e.g., engine features, scripting patterns, debugging strategies)?
- What **non-technical skills** did you develop (e.g., communicating with clients, scoping, working in a team, time management)?
- How has this experience affected your **confidence** in working on real-world software or game/simulation projects?

Be as concrete as possible. You may reference specific moments in the semester (e.g., client meetings, playtests, integration milestones).

5. Future Plans and Recommendations (5 pts)

Wrap up with a short conclusion addressing:

- If you had **one more major iteration**, what would you prioritize and why?
 - Would you want to **continue developing** this project beyond the course? Why or why not?
 - What advice would you give to a future student team starting a similar client project?
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Formatting & Citation Guidelines

- Length: Approximately **4–6 pages total** (combined Part 1 and Part 2), double-spaced, 11–12 pt font.
- Organize your document with **clear section headings** (e.g., “Part 1: Client Project Analysis,” “Part 2: Post-Mortem”).
- When you refer to course concepts (e.g., playtesting, iteration, user feedback, learning objectives, client goals), you may briefly cite **course readings or lectures** as appropriate (any reasonable citation style is acceptable).
- Maintain a **professional tone** and use complete sentences and paragraphs.