Isaac Bennett, Jenna Meador, Anthony Brown, Kristofer Constantino, Trey Stell

Cit 340 - Game Dev

Professor Matt Mundell

December 14th, 2018

Game Dev Final Project:
Post Mortem

This project, as a simulation of the struggles and triumphs of working on a game on a small scale, naturally helped us as a team to discover strengths and weaknesses not only in ourselves but with working together. As a result of this, not only were there high points, but low points as well. With all of the work that goes into a game, even a tiny one such as this, many different experiences can arise throughout the project's lifespan.

Starting with the high points of working on the project, one of the biggest positive discoveries that we made had to do with the elements of working as a team. This started early on in the project with our division of work. There was no bickering about who got what aspect of the game, and everyone got to contribute pretty heavily to the end product. Furthermore, each contributor to the project pulled through on their respective element of the game in one way or another. Going deeper into the development cycle, we managed to work together on the project in a way that did not hamper the creation of the game. We would meet up when we could to all work on the project together, and when we couldn't meet in person, we would work on the game via voice chat. Being able to work with everyone while talking made fixing errors and adding

changes so much easier and convenient for everyone involved. Working together in this capacity made the project altogether more manageable and less stressful overall.

However, this project had its low points as well. The most substantial of all of these low points would have had to have been the amount of workload we took on. When starting the project, we planned out a concept that we felt would not be too much of a workload, and we all agreed that it sounded manageable. It would have been manageable the way that we had planned if it were not for the other various aspects of our individual lives, especially during this time of year. We did not end up accounting for our personal lives outside of development, and as a result, the project as a whole suffered and did not reach the scope we had planned out. If the project had been the only thing we had all needed to focus on, it would have turned out just fine. Another low point of this project that should be ironed out in the future had to do with how we used our files. We had files such as the UI that needed to be present in multiple other scenes, and this caused issues with our schedule of work early on. While this issue did eventually get sorted out, it was an early snafu that should be avoided in the future.

In the end, the project ended up meeting our expectations despite a handful of shortcomings, and we all feel that the project is something we can be proud of. The project had a lot of heart put into it, and in the end, we feel that it conveys all of what we poured into it. In the future, we know that if we improve a few key aspects, we can create something even more wonderful, and that in itself is very inspiring. As our first foray into the world of game development, it went very well and is an inspiring first step towards our futures.