Brandon Pugh

Metallic Clashers Post-Mortem

Team:

What went well:

* Communication: Communication, I feel was very good; with a couple of minor gaps.
* Quality: The quality of work from artists was good, and became very polished toward the final build.
* Time: We were able to get mostly what was intended finished for the final build; however some had to be scrapped, due to time constraints.

What didn’t go well:

* Style: There was a bit of confusion of what some assets should look like, so somethings went through a couple of different iterations before the style was actually nailed down.

* Implementation: Getting art to programmers was kind of inefficient at first, by just doing an asset and sending it to them only to have it not being usable.

Myself:

What went well:

* Communication: Communicating with teammates was easy; I used Slack, and spoke in person whenever something was specifically needed of me, but I could’ve spoken more.

* Assets: Though I was mostly an extra in terms of art assets, I felt what I produced was useful and was of nice polish.

What didn’t go well:

* Assets: Early in production the assets for the tokens had to be changed a few times in terms of style, and formatting. We didn’t really have a solid idea of what the design of the tokens should be at first, so it was pretty vague. The defense token design; however was agreed upon, and was edited by another artist to look more polished. This problem was a small bump but was resolved easily.

Solutions: Solutions to most of these problems would be to have a solid idea of what the style is, and a little more constant communication.

Contributions to final project:

* Stage select background design
* Stage select nodes
* Claw robot enemy model