Jonah Muguira

**Metallic Clashers  
Post Mortem**

Pre-production:

At the beginning of the project I was In charge of the entirety of the art side which was kinda intimidating. Fortunately ahn stepped up to help out by taking charge on the 2-D art side of things, and in contreast, I was in charge of 3-D art

Production:

1. What went well:
   1. Communication:

Communication with the entirety of the team was standard. If ever there was a problem we would either talk it out over slack or go into each room and talk it out in person.

* 1. Time restraints:

As far as Time restraints went I feel like everyone got there work done in a timely manner and no one ever really felt panicked to finish anything.

2. What went bad:

1. Commununication

Communication gradually decreased. I don’t know why but we weren’t talking to each other as much as the first half of the project.

Feedback:

Most of the feedback came from both ava and Don when regarding the direction of the art and whether or not everything matched well. I did talk to Ahn and Brandon also but they tend to keep to themselves a lot.

Self Analysis:

I feel like i contributed a lot to this project, although I feel like I could’ve done a lot more. I wasn’t able to be the art lead as initially intended at the beginning of the project that I was stressed about, but fortunately Ahn was able to help out a lot in regards to everything.

Peer Review:

Ahn Tran:

Ahn was really good to work with. If I ever needed advice on how an asset needs to look she would give an honest opinion about it. She is a Very talented artist especially when it comes to 2-D art.

Brandon Pugh:

Brandon was a little bit frustrating to work with at the beginning. When talked to multiple times about the art style he would go off and do his own thing. It wasn’t until after half-way through the project he started to listen better and work more on things that got put in the game .

Brock Barlow:

Brock was really nice to work with. We was really straightforward with what he needed (as were all the programmers) and was very kind about it. I would like to work with him again.

Anthony Touchet:

Anthony was a very nice guy and often helped us when we needed it. He was really easy to work.

Ben Odem:

Ben is a very knowledgeable programmer and often asked really good questions that helped develop the game into a more positive direction. With that being said, he often tried to take control of everything.