Sail Mail Post Mortem: 12/5/2022

It’s about 10:47 PM at the time I write this. Since Friday, I have taken three tests, of which I studied extensively for each, worked on two separate projects for different classes, and even now, I still have two more finals and another overarching project hanging over my head, all without counting the multiple grinding hours spent on this project.

What I’m trying to say is that I’ve been rather strapped for time, and because of that, Sail Mail is much less ambitious than I would like it to be. I’m not going to solely blame the circumstances; I definitely mismanaged my time somewhat, but I figured I would have enough to get out a polished game in the end. That was before I actually thought about what my finals week schedule would look like. I’m not saying that I’m not proud of Sail Mail, I definitely am! However, I feel like with a little more time spent early on in the project’s lifespan, it could have been so much more than what it is.

Obviously, I didn’t get to implement nearly as many things as I had hoped to in the design doc. I got the basic elements and win conditions down, but that’s really about it. Even when I wrote the document, I thought it was a bit too ambitious for the amount of time I had. Despite that, I put systems in this game I thought would take days to implement in mere hours, so I would say that I used the time I did have well.

Overall, I think the biggest lesson I’m going to take away from this game is to manage my time better. With academic assignments, I’ve thus far been able to get away with leaving things off to the last minute and then finishing them in one day, but I feel like I’m starting to hit a point where that isn’t sustainable. When I take the 3D game course (In, like, a year or so; My schedule is a mess), I’m definitely going to pace myself better so that the projects I make can be even better than the ones I submitted here.