

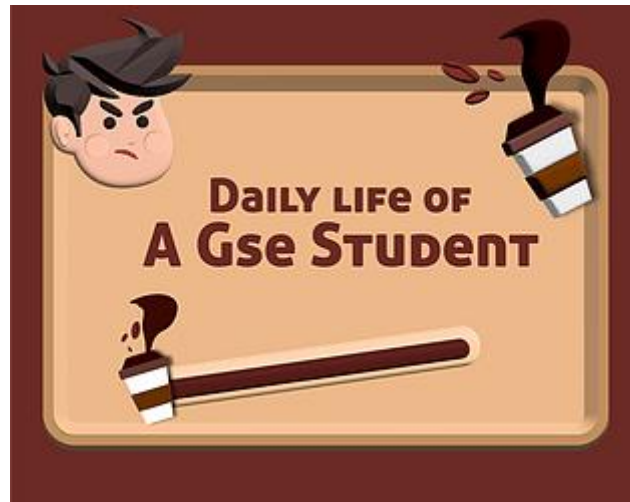
Post Mortem: The daily life of a GSE student

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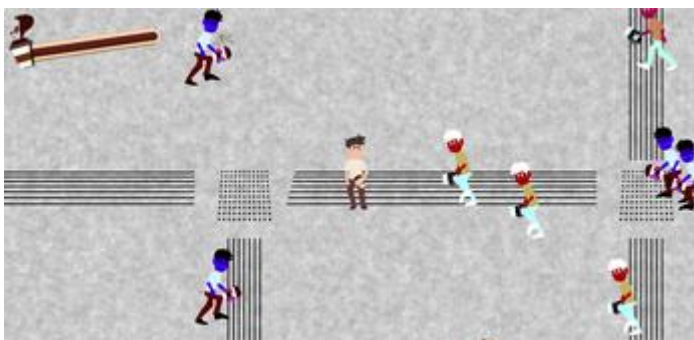
Course: Practical Game Engineering

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The daily life of a GSE student is a satire game on the real daily life of a Game studies and engineering student. It's about a student who needs to finish their exams and requires a lot of caffeine to do so. Because of this, Demonbert offered a special type of coffee and now your entire life is held together by coffee. Or at least that was the goal. Most of the mechanics are placed in the game, but many of the story aspects have not been implemented.

The gameplay is very straightforward. You walk around the university (With wasd) in search of two bosses to defeat. While walking around you can throw cups of coffee (With space) to fight off the hoard of other students (Figure x). If you get overwhelmed by the other students your caffeine meter will go down and you will be game over. The two bosses (Figure x), which should have been 3, are based on teachers who were willing to be part of the game and even helped us with voice-overs. The boss mechanics are a form of a quiz (Figure x) where you get asked a multiple-choice question and can walk into a corner to answer them. Most of the questions are very straight forward and some can be quite funny. We wanted to make all the questions funny, but we didn't manage to do so.



The team was composed of 5 people. Jey, Elias, Deniz, Chris and myself. Jey's focus was on creating the game in Unity. Elias composed all the music for the game. Deniz did all the art for the game. Chris created all the sound effects and did the voice-over recordings. I did the

level design. Everyone worked on the game design aspect in different amounts. The communication in the team was quite nice. We didn't do much for it, we just started working and stayed at one table talking to each other a lot. Whenever someone needed something or someone needed help it was asked and solved. It was a very nice team to work in and every I think everyone was quite happy with the team dynamic in the end.

The time management of the game jam was not the best. We had a goal and just tried to achieve it. Outside of how late we stopped jamming and how earlier we started again no real-time plan was made. Everyone did take their own breaks in addition to the food breaks provided by the jam. During the jam, we did discuss the timeline a lot. Many mechanics, art assets and sound effects have been cut out during the development of the game. To enhance this further we decided to first focus on having something of a game that has a start and an end. After that, we started adding additional aspects. Which we never got to. We cut up the game enough to just be done with the basic game in the end.

One of the things I particularly enjoyed during the game jam was the first time I heard the soundtrack. Followed by hearing all the sound effects. I am super happy with how the sound of this game ended up. Also, the amount of work that went into the creation of the voice-over was great. Numerous teachers and students gave us a hand to create the voice-overs. However, next time we need to lay more importance on the sound. We create great sounds, but only took a very small amount of time all the way at the end to implement them. Thus we couldn't implement everything.

Communication is a very bittersweet thing during a game jam. People are stressed, want to perform well and are hard at work. People want to focus, but at the same time need to communicate a lot as we are creating a creative product on the fly. I think we might have talked a little bit too much during the game jam, but what do you do? Next time think about how we as a group want to communicate at the start.

Try something new. Might sound like a bad thing to do during a game jam as it's a place to use tools you know. Not a place to learn a new tool. But I think a game jam is a great place to learn. It is a high-stress, high-motivation place where new things can thrive. I learned how to work with tile maps in Unity with no previous knowledge and that was great. I do however think you should take care when learning something new. Don't learn about blender when you never used it. But do learn some new ways of using a tool you know how to use.