Post Mortem

Did we achieve the goals of the game? – Explain what you believe the goals of the project were and how you believe we accomplished them? If not, why not?

Were the project’s (1) schedule, (2) resources, (3) feature set, and (4) quality expectations realistic for achieving the set goals? – Individually respond to the strengths and weaknesses of each of these areas of the game and how they could have been bettered.

What went right? What went wrong? – This is an open-ended question to address uncovered areas that you would like to bring up.

What are the lessons we learned?

Performance Review

What were the greatest strengths this person brought to the team? Give an example.

Do you feel that this person communicated well with the team? If not, why not and how could they improve?

How would you rate (1-10) their effectiveness in accomplishing responsibilities?

Would you alter the way that this person accomplished any of their tasks? If so, what tasks, how would you have them do it differently in the future, and why that way?

What skill would have made this person more helpful to the team?