Chase Perez

4/20/2025

GAM-303

Postmortem Report

Many of the issues I ran into while developing this project were simple and somewhat fixable. One example of this was when I was making the object pickup mechanic. While in the event graph for my players character everything was looking correct but for some reason the interaction wasn’t executing. While I took another look at the blueprint nothing stuck out that would be the cause of the issue. I decided to start a new character blueprint to use just for this specific project and restarted. I believe my mistake was trying to use a model blueprint I used for the tutorials we were assigned. This solution, while it did take a little more time, fixed my issue and enabled me to continue developing. This was sort of a theme throughout the development of this project was if something wasn’t working or I couldn’t find a solution, I would try to think outside the box and in a more roundabout way to solve it.

A couple things that went well for me are the actual mechanic of interacting with the collectables and being able to move around with them to put them in the box. I tried to keep the things I did in my project simple and in my wheelhouse so to speak. I wanted to implement things I knew I could do and not make things too complicated.

Looking at this whole process overall, I think the biggest lesson I have learned is that you don’t have to excel at everything. Trying to do that will just add unnecessary stress and expectations on yourself that will affect your ability to do what’s needed. Then technical aspects of development, I can do alright but like previously stated I struggled with the creative side and had to turn outside of my course materials for help/inspiration. This was a simple project but required both technical and artistic skills in which very few could manage both to an acceptable degree. We all understand that the bigger the project, the more effort will be needed to make something worthwhile. This is why having teams doing specific parts in the project is crucial to maximizing time and efficiency.

The development process I decided to use was based on what was taught in the module each week. This made things somewhat easy to manage each week with a few hiccups here and there where some weeks I didn’t have as much time as I would have liked.