**Multiplatform Project Release Project Review**

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**What went right?**

As two of the platforms use very similar controls and hardware, I only needed to create one build for both Oculus Rift S and Oculus Quest 2. Unity automatically down-sampled the textures and lighting effects for the Oculus build once the build target changed, saving development time by pre-emptively optimizing for the weaker hardware. All players reported that the game ran smoothly on their respective platforms and hardware.

**What went wrong?**

Building an Android version of the game for Oculus headsets was much more complex than building for the HP Reverb and other Windows platforms. I had to download additional components to build the game. When building the game, I discovered bugs that could not happen in the development setting, which occurred when playing the game more than once. These issues took additional development time to resolve.

**What can be improved for next time?**

For future multiplatform releases, it would be very beneficial to test the game on the various target platforms sooner in the development cycle to assist in identifying these platform-specific issues so they can be addressed quicker and in a more thought-out way. One other improvement would be to check which platforms were available to those who would be testing my game, and target those specifically to streamline the testing process.