

# Push Sushi Remake Post-Mortem

## Overview

Through this document, the team will recap what was done during the Push-Sushi Remake project carried out from **06/10/2023** to **10/11/2023**.

Information on the strengths and weaknesses that contradicted the team will then be included.

## Rules

- Do not be offensive.
- Do not take criticism as personal offense but as a possibility to discuss ideas.
- Aimed at improving the team.

# Team

## Game Design & Sound Design

- Carlo De Michele - Lead
- Salvatore Lo Furno

## Programming

- Gabriele Garofalo - Lead
- Davide Bersini

## 3D Art

- Veronica Passalacqua - Lead
- Marta Sciuto

## Concept Art

- Rebecca Ferrè - Art Director
- Eva Cividini
- Elisa Cernari
- Wendy Harrabi
- Alessandro Zoani
- Victoria Bedont
- Walter Di Martino
- Mario S. Pace

# Tools

The tools used by the team varied according to the role of each member.

**Game Design:** Google Documents, Google Slides, Google Spreadsheets, Unity Engine, AutoCAD;

**Game Programming:** Unity Engine, Visual Studio;

**3D Art:** Autodesk Maya, Adobe Substance Painter;

**Concept Art:** Photoshop, Illustrator, PowerPoint

**Sound Design:** Fl Studio, Audacity;

**Storage:** GitHub/Fork, Google Drive;

**Management:** HacknPlan, Google Spreadsheets;

# Location

Smart Working and face-to-face working (when possible).

**Online communication platforms:** Discord, Whatsapp, Zoom.

## **Weakness/Problems**

### **Team**

#### **1.0 Communication & Organization:**

Problems with the organization due to the lack of communication between members of the department.

##### **1.1 Solutions:**

Be more active during the development of the project and check every time if there are new updates for the task assignment.

#### **2.0 Naming Convention**

Lack of attention during the save file process leading to confusion in finding the right file.

##### **1.1 Solutions:**

Pay more attention and follow the instructions assigned in the document for **General Information**.

## **3.0 Technical Issues**

Issues caused by the lack of attention when exporting files.

### **3.1 Solutions:**

Always ask if the format of the file is correct and any other doubt regarding the management of resources.

## Game Design:

### 1.0 Internal Communication & Organization

Not all members of the department actively participated in the project, leaving most of the workload to colleagues.

#### **1.1 Solutions:**

Be more active and respectful towards the disponibility and time of the other colleagues.

## Game Programming

### 1.0 Internal Communication & Organization

Not all members of the department actively participated in the project, leaving most of the workload to colleagues.

#### **1.1 Solutions:**

Be more active and respectful towards the disponibility and time of the other colleagues.

# Game Concept Art & 3D Art:

## 1.0 Naming Convention

Lack of attention during the save file process leading to confusion in finding the right file.

### **1.1 Solutions:**

Pay more attention and follow the instructions assigned in the document for **General Informations (Naming Convention and Project Management documentation)**.

## 2.0 Deadlines:

Missing some deadlines throughout the process of development has led to postpone material that could have been committed previously causing the slowdown of the whole project.

### **2.1 Solutions:**

Pay more attention to the deadlines and be more punctual with the delivery of the material assigned.

# Strengths

## Team:

### 1.0 Focus on the goal:

The team did a great job by updating the game every week with new contents reaching the end goal in time.

### 2.0 Insight/Study:

The team had the chance to put their engine knowledge to maximize the speed of the assignments and optimize the final result.

### 3.0 Multidisciplinary:

Some departments had the ability of supporting other members thanks to their versatile knowledge.

### 4.0 Tasks Management:

The departments had managed their task diminishing the workload of the single groupmate.



## Game Design:

### 1.0 Testing:

With each update, the team was able to test the game and then promptly resolve the most serious problems.

### 2.0 Problems Solving:

The department showed capability in managing the various departments and also solving behaviors inside the same department.

## Game Programming

### 1.0 Quality and not Quantity

The Programming Department worked on making the code clear and useful to game designers so that they could work quietly in the engine and not implement so many mechanics without testing them.

### 2.0 Communication and Organization with the Design Department

The department maintained constant communication and organization with the design department and managed to handle design and development issues.

## Game concept Art and 3D

### 1.0 Excellent Art Direction

The department did a good teamwork thanks to the lead of the chosen Art Director leading to complete all the essential tasks in time.

### 2.0 Good Pre-Production Research

The department had demonstrated the ability of searching the right material needed for the development of the project delivering also good instructions on how to manage the resources found.

## How to improve our work

Our group definitely has room for improvement. The project has had many problems, mainly due to lack of organization.

For the future, everyone will have to work on communication.

- **Team:**

- If possible, connect on Discord when you are working on a task so that you can be reached immediately by a colleague also from other departments;
- Doing extra research;
- Always communicate any doubts about the documentation/project;

- **Design:**

- Producing clearer documentation faster;
- Improving Task Management;

- **Programming:**

- Immediately declare any doubts about the documentation produced by the Design Department;

- **Concept & 3D:**

- Doing extra research during free time to limit possible future problems;
- Improving communication with other departments;
- Using GitHub;
- Check the use of language (English) when renaming files;
- Assign an Art Director to check the work of everyone to keep a consistent style and follow the others.