## Project Title

**Guerra** [Spanish for War]

## Hours Spent on Project

I have planned for 13 total hours, but I spent 26 hours on the project.

* Graphics/Interface. I never really got the interface down. I knew that the game was going to take place on a piece of paper, but wasn’t exactly sure how I was going to display it to the user. I think I may have spent WAY, WAY too much time on interface and not enough time on the next part…
* Gameplay never got fully developed. I got hung up on interface, a prototype of the game never took place. In retrospect, I should have worried about map editing and interface much later.
* Documentation. I spent more than an hour on researching and documentation, but really not too much more. I think I did OK here. Next time I’ll put up to 3 hours.
* Iterative design never took place since I never got the gameplay going. My mistake!
* Polish. Ha!

## Challenges during Development

Getting to iterative design phase at 20%! When I started, what I told myself over and over again was, make the game playable within 2-3- hours. I got the level editor out, and I was ecstatic. So ecstatic that I couldn’t get passed it. About 20 hours later I realized I was still working on how the level editor worked, and the gameplay did not exist! The level editor was part of the gameplay, but at least by the 4th or 5th hour, I should have been able to place a flag and navigate blindly through the levels to the next flag.

Poor planning. I started early with small increments. An hour here, and hour there. Everything was going fine. Other projects started getting in the way, so I dedicated one weekend (the final weekend) to finish the project so that I can finish my other projects on time. OK! So, I had a good 3 days to do what I needed to do. I had plenty of hours with plenty of breaks in between (watch the game, do laundry, take the wife out, etc). Saturday morning hits, and I catch a brutal cold. I’m basically floored! I try and stay up, doing what I can, but my mind is not focused, and I’m just anywhere except where I needed to be. My game is incomplete, and I am sorely disappointed in myself. I do what I can the last few hours of the night, and I pass out. I wake up literally an hour from now to realize that I’m even late on this Post Mortem. Never again. I will ensure my personal deadline is one weekend before actual deadline in case something like this happens again.

## Changes

I have the plans, I have the means, but I can’t deliver. I need to get level 1 done! So in this project in particular. This is how I should have started development of the game.

* Make an image of a piece of paper the background for the game
* Allow Player 1 to draw a flag
* Allow Player 2 to draw a flag
* Allow Player 1 to draw a path and be victorious if reaches Player 2’s flag
* Slowly, but surely start implementing other features.

Ideas where forming faster than I could implement them, but the core mechanics is where I failed. I almost wish this class gave us a second chance to start from scratch, because I love my idea, I just get caught up in the details. I will take your advice and finish this game up.

I would cut all features except barbwire and flag and add the shroud element. Game play would have existed, and I would be less embarrassed on my submission.

## Improvements

This seems to be the only thing that I was thinking as I was going through the development process. How do I make this game more fun to play? I thought about adding timers to the game play. Timers to the level editing. A guessing mechanism where a player could guess how many turns it would have taken to get to the other side. But I could not really test any of these ideas because I never even got to feel how the initial gameplay felt. But these would have been easy things to implement had I not got obsessed with other minutia.

All-in-all, I’m glad this was my first game. I thought this was going to be easy, but instead I was shown a weakness in my ability to get a product out. I see where I’m going wrong, and hopefully I’ll catch myself for Game #2!