Blood Reaver team post-mortem

Overview:

Team:

**Successes:**

* We had a strong team work ethic that persisted across the entirety of the development process, that enabled us to create and iterate the project rapidly to create the best product possible.
* An extremely talented team across all 3 disciplines, with everyone having specialized skillsets that greatly contributed to the success of the project.
* A clear vision and target audience from pre-production lead to a consistent goal for the overall project.
* Efficient and professional communication across multiple platforms.
* Strong team moral (active team building activities – specifically group bonding sessions at harry’s)
* Having a very supportive team that uplifts each other and always does the best to make each other feel valued
* Sprint goals and user stories were well established and lead to clear milestone setting post our first sprint meeting.

**Weaknesses:**

* Due to the high scope and quality bar, we set for ourselves there were cuts to our enemy roster and environment that we had to make, however adjusting the project and timeline to account for these meant that we did not diminish the experience.
* Time was lost to trial and error as team members tackled new techniques and acquainted themselves with new tools.
* Iterations on ability system, took longer than expected which led to frustration across the team as this was a blocker to start scripting and VFX work
* At times of extreme crunch, members of the team prioritised working on the project over getting an appropriate amount of sleep
* Optimization was always going to be issue working in HDRP, so starting this earlier on would have been preferential, however due to the scale of the level and project this was our first attempt in creating something of this size and hindsight is always 20:20

**Things to do differently:**

* An emphasis on waterfall planning in the early stages of development would cause my planning to take longer than needed and became unnecessary as we moved towards an agile workflow by sprint one.
* More agile workflow for prototyping
* Having a more regimented Q/A process, with set dates to have builds out ready for testing and including the date of the build in the Q/A documentation

**Overall reflection:**

* Extremely happy with the product, and the team. Each person on the team has pushed themselves to the limit to create Blood Reaver and I could not be prouder of everyone and what we’ve achieved. our plans moving forward are to take the project to release in Q3 2025. Using this time to create a community and build a following for the game will enable us to gain vital feedback from early access testers.