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Nature’s Call Post Mortem

**Sprint 1 Pre-Production Phase**

The pre-production phase went pretty good, we all came together to talk about what would make our game unique and what specific theme we would want in our game. After a lot of ideas we finally came to the decision to make a game based in the forest where you would protect your ‘home’ against the lumberjacks who would want to cut down your trees. With animals as ‘towers’ which you would use to thrive the lumberjacks away.

After we settled with our idea, we started with some documentation such as the Game Design Document and the High Concept Document. This went pretty well until we came against a huge problem, the artists didn’t have any clue what SCRUM was or how to use it. You simply can’t work SCRUM if more than half of your team doesn’t know what it is. So we tried explaining with the Trello scrum board, but they still didn’t really fit in. It would be better if they would get the same explanation of SCRUM as had gotten.

After all the explaining we finally started making the User Stories which required a lot of thinking. And after the user stories we made a MoSCoW list. There were still some mixed feelings in our project about certain aspects in the game we were going to make, but in the end we all came with 1 game.

**Sprint 2 Production Phase**

We came together at the start of the week to talk about what everybody was going to start with. I was going to start with enemy spawning and making a pathfinding system. It took me quite some research about different pathfinding systems and what would be the better one in our game. There still were some mixed thoughts between the artists about the perspective the game would be viewed in. After some discussions they came to the conclusion that the game would be viewed in 2.5D (Isometric).

After the pathfinding system was done, I started working on a wave system which turned out really good in my opinion.

It was still kind of messy in Trello because the artists still didn’t really know what SCRUM was. Through the first production week we received some placeholder art for the enemies and towers which we could immediately use in the game to get a better idea of things. I finished three user stories in the first week which was a nice start.

**Sprint 3 Production Phase**

Again we would have a Sprint meeting at the start of the week which led us to discussing who was going to work on what user story. I took some big user stories on my behalf because we needed to make some tempo. I started working on the UI of our game, which we received art for later that week. After I finished this task I was going to work on the placement of towers and making them attack. This was a huge task because I worked on and finished the same week. I also added health bars to the enemies which would float above them.

The artists started making animations of towers and enemies. They also worked on the art which was needed in the main menu. The collaboration of our team was on point I would say. The game got better and better. We had to edit/delete some of the User stories we made because they were either too big or unrealistic. We also had to remove the idea of a third tower which could ‘push back’ the enemies.

**Sprint 4** **Production Phase**

The last sprint was a bit of a chaos I must say. There were a lot of things that had to be done. I worked all week at school and at home after school on the game. Most of the work had been done in the last week. There was some level of stress because we didn’t have much time left. Which was sort of a good thing because this made the team work harder.

In the last week all the art and animations which were needed got delivered. Even though the game wasn’t even finished yet, I had to spend a lot of time getting the animations to work, making a nice environment with the environment art I received, applying sound effects/background music, adding shadows. This took me a lot of work which led to even more of a time problem. The deadline was getting closer and closer.

On the last day some art and sound effects were still missing. This led to last minute art changing. I would say the planning of us could be better. Instead of finishing most of the user stories in the last week, it should have been done earlier.

In the end we still managed to put together a well-functioning prototype which I am very proud of. The collaboration could’ve been better, especially the communication. There were several times where I hadn’t heard a thing from the artists for a few days (especially in the weekends). I understand that weekends should be weekends, but that doesn’t mean that you are unreachable for the whole weekend.

It was a fun and instructive project nonetheless.