Slyggdrasil – From the roots to the leaves

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**Introduction**

Just like a tree, Slyggdrasil has been a growing and changing project, first digging into the notion of 3 main selling points; In-depth story exploration, subversion of story tropes and low pay to play. Other important ideas and concepts like the Norse origins, separation between realms, art style and dual player interactivity that the written GGD mentions would end up as the main motivation for this world’s tree to grow into a final project that is yet to release it’s first breath.

In this evaluation, I will be discussing the origins, process, end product and future goals and how this all compares as a full self-evaluation of my performance on the project and how the future of this game looks. To help me with this, I will be looking over the original brief, GDD, project plan, project requirements, testing plan, test cases and user testing sheet in order to understand what exactly was planned for the project, how strong or weak the end project is, modifications that the project went over throughout development, how I could have done better with the skills I have now and how well I performed.

**Assignment outline and meeting original requirements**