**Postmortem - Team Pokemon X & Y**

Kevin Pak, Griffin Robbins, Lanie Vevasis, Malik Basnight

*Boncôte City*

**What Went Right:**

Firstly, we were able to match the vision that we had set out for; we stayed true to the architectural intent and managed to create a level that embodied the spirit of an existing Pokémon town/city. All team members were able to complete their assigned work despite our busy schedules and there was nothing missing in our final build. We were proud that the buildings created had a strong visual resemblance to precedent buildings; i.e. Hotel Negresco & Lycee Massena. Especially because these buildings were our main locations in our city. We also collaborated well and were able to agree on a vision easily. Using websites such as when2meet and discord to schedule meeting times and strengthen communication was also very convenient.

**What Went Wrong:**

This shortened term had resulted in a lot more work for each of us, forcing us to spend less time than we wanted to on this specific project. Leading up to (and during) finals week was especially brutal; so in this case, the lack of time we had to work on this project was ‘what went wrong’. That being said, we put the maximum amount of effort possible into this project despite the lack of time.

We had some issues when exporting and importing between Revit, Rhino, and Unreal. For example, when exporting from Revit and importing into Unreal, the model began to flicker between two different materials. This issue did not impact the user's ability to play the game, but it did create a visual distraction which was not intended. Within Unreal, it was difficult to get some of the streets to line up, which resulted in some of the edges sticking out and not looking great.

As for stretch goals that were not met, we had a couple loose ends: For one, there was not enough time to set up some of the lighting in the interiors. The lack of time also meant we had to prioritize and ultimately decided to finish the city design but leave out the initially-proposed beach area. Finally, the interior of the hotel was left unfurnished due to time constraints, though the only things truly missing were tables/chairs and NPCs.

**Lessons Learned:**

This project was a very good learning experience with Unreal Engine. For some of the Game Design majors who had not learned unreal in the past it was a good opportunity to get familiar with the engine. When we are designing for games, especially ones with exaggerated or cartoon-like art styles, it requires adjusting the scale of the architecture. In our case of Pokémon, the architecture is typically larger than usual, specifically wider and vertically truncated. This architectural design created a more whimsical environment than is often seen in real life. Buildings do not have to “work”, meaning structure and other restrictions that we are usually held to do not need to be held with high importance. This builds off of this idea the player can only see what you want them to see. Adding detail to inaccessible parts of the game can take up more time than necessary and increase overall file size. In our project we used portals to allow the player to enter into different buildings, the accessible parts of the buildings were hidden behind the large mountain that players could not physically get over.