**7-2 Final Project Part II: Postmortem Report**

Justin J Perez

SNHU

GAM-303   
12/10/2023

Abstract

A good postmortem report can help benefit a company for years to come as well as other students or even interns. It can even assist the upper management in knowing where to allocate employees and how to move them to best fit their strengths. Such as someone who specializes in AI can be moved into a team where artificial intelligence is important, I am the focus. As well as save the company development team a lot of stress.

**Discuss any problems encountered in the development process and how they were mitigated. Be sure to provide specific examples from your project.**  
The very first problem prevalent problem was issues with bitbucket. Bit bucket is a lesser-known repository, and I watched the first lecture multiple times to even get it to work. By the end of the project, it was still giving lots of errors codes. Every time I tried to look for help it would recommend GitHub instead or be about a different problem, I felt a little on my own for bit bucket but eventually I was able to work though the issues and get it submitted. Another issue that came up that wouldn’t go away is the interact key not correctly working every time the key was pressed no matter if the player was close to the interactable actor, it would be interacted with regardless of where the player is. The fix I was able to achieve was using a proximity box around the object that will allow the actor to read the players input then interact with the object successfully. In the future I will link more resources to bit bucket along with interactable prompts.

**Discuss what went well in the development process that future developers could replicate. Be sure to provide specific examples from your project.**The best experience I had with the project is when making the AI. Seeing the model and animation I did slowly come to life just put a smile to my face. I have never made AI before and seeing a piece of art I made walk on it’s on just around with the animations was an experience I don’t think I can have again. I watched the AI for 10 minutes just memorized how they look and move acting like they are real. For future development teams I believe letting everyone design a character and letting it move around on their own even if it’s a background character or only in test demos will boost morale greatly.  **What overall lessons have you learned about rapid prototyping that will help you or other developers in future projects? Be sure to provide specific examples from your project.**From rapid prototyping I learned a lot about 3 things crunch, trails, and being organized.   
  
Crunch  
Crunch is something every developer will feel once in their life along with the feeling of feeling rushed or “you can’t get off until it’s finished”. On Wikipedia of what crunch is they even use words like “It’s a common industry practice”. When doing a rapid prototype this is something you will feel, as the deadlines are very short, however this is a good idea of what you can expect when crunching. Doing a crunch during a prototype tests your stamina in coding and if you’re able to keep your composure while thinking rationally. On the day 12/8/23 – 12/9/23 I was working on the project from 5am all the way into 7am of the next day with only 30-minute break every 5 hours . While part of the reason of me having to work so hard on the final few days was up to the fact, I had to relocate I think this was a good learning experience of how to be able to work for extended periods of time while still being able to write effectively. Due to me being a freelance artist and code in the past I am used to deadlines. However, I am grateful this class was able to teach me this lesson in a controlled environment as this statistic can and will happen as I get into the industry.   
  
Trials  
  
Trials and testing is something every coder and programmer should do however testing ai has to be one of the most enjoyable experiences. When testing AI, I found it necessary to make obstacle courses to determine what it can do and can’t do. This is why in my Program I left a block in the Fuzzy cage filled with AI. These were remnants of the testing to make sure the Fuzzies couldn’t escape the pen they were assigned too. In the future I truly believe most programmers should create obstacle courses for their AI to make sure it works correctly and fluently.   
  
Being organized  
  
Organization is the biggest reason why coding in college is different from coding at home. Small things like knowing proper naming conventions could be a reason why you are hired rather than someone else in an interview. Being properly organized could save you Hours of headache and due to my precautions listing everything in a folder for each category to my understanding I believe it has saved me lots of hours along with headache trying to find certain pieces and objects.

**Task Log**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Date started and finished | Is it Completed? | Assigned to who? | Did any issues come up? | Is the issue Resolved |
| Breeding | 11/18/23 - 12/ 7/23 | Y | Justin P. | The animals when next to each other wouldn’t summon a new actor | N |
| Food | 11/12/23 - 12/ 7/23 | Y | Justin P. | Interact key could be pressed regardless of if in box collusion | Y |
| AI | 11/16/23 - 12/ 7/23 | Y | Justin P. | Model faces backwards when walking forward | Y |
| Colors | 11/12/23 - 12/ 7/23 | Y | Justin P. | Colors will only be in black and white | Y |
| Store | 11/18/23 - 12/ 7/23 | N | Justin P. | Store shop keeper fell out the map constantly. | Y |

**Explain how you refactored your project during development to maintain a feasible scope in the time allotted. Use specific examples from your task log in supporting your answer.**The store was something I really wanted in the game however as I was designing it, I realized there was no way I can make a functional store in the time allotted so it was cut for the Alpha as it wasn’t a core mechanic. Taking the time to develop a system to hold currency or being able to have an inventory to sell the fuzzies would have taken much longer than the weeks we were given for this assignment.  **Explain how you used a balanced approach to each project task to maintain a feasible scope. In other words, how did you ensure that all tasks were relatively equally developed? Use specific examples from your task log in supporting your answer.**I was able to balance the workload from focusing on it in sections and starting from point A to B in a clear pattern. Along with my project naturally needing you to construct one feature before another. For example, I couldn’t make the fuzzies change color if I didn’t have a fuzzy ai to code. But to make the fuzzy AI I had to make a fuzzy model and skeleton. So, the workflow naturally just fell all into place at a very natural and smooth rhythm. The only choice I made when picking what to start on first was the features of the food first of the fuzzies first which I figured it’s called fuzzy farms I believe this should be the feature that comes first.   
  
  
  
  
  
  
  
  
  
 References

https://en.wikipedia.org/wiki/Crunch\_(video\_games)#:~:text=Crunch%20is%20common%20in%20the,%2C%20a%20labour%2Dintensive%20endeavour.