Drama Club – What’s In Store 2019 Postmortem

**What went well**

The game was received well by most players, with near to no negative comments.  
The game itself played very well, with no crashes it had a complete cycle of menu>overworld>dungeon>boss>end screen>menu.  
The odd jumping in the game was enjoyed by most players whom appeared to believe it was a feature.  
Despite the game being fairly rushed (only made in about 6 months), and gameplay mechanics being a bit glitchy, many players still had an enjoyable experience.  
Also, many players really liked the visual style of the game and the character designs.

There were usually little giggles at the interactions with some of the overworld items like talking to the trash can and it is saying hey it’s the development team, this showed the humorous charm that we where tying to add to the game.

**What didn’t go well**

The Drama club booth didn’t seem to be as popular as the other booths.  
Several glitches were prominent, including the overworld sliding, the extreme jumps, and the difficulty or inability to jump near edges, especially on stairs.  
Many players didn’t realize what the stairs were, or that they lead them to the main stage.  
The system for receiving feedback was not very structured, and led to not much feedback being received.  
The method of attending to the booth was not very thought out, it was mostly left to Jason for the first half of the event. He did very well with recording feedback and interacting with the attendees. However, the second half was juggled by Matthew and Liam.

**What we would do differently**

In the event of having to do this again further thought and effort would be put into the design of the booth, including handout material (business cards, brochures), props, perhaps a collective outfit scheme.  
Rethinking our method of receiving criticism/feedback, perhaps focusing on few key questions, consider a scoring system.  
Additional work on some aspects of the game such as a script for the GrrGrr route (date scene) could’ve increased the experience.

Drama Club Development Postmortem

**What went well**

Despite some development setbacks (like changing the genre of the game and completely starting over from scratch), we were still able to create an enjoyable and playable experience that presented the game feel and ideas that we wanted to make in the short demo. Everyone was able to work together in a professional and friendly manner. There didn’t seem to be any severe clashes or fights within the team.

**What didn’t go well**

Communication between team members throughout the development process was a bit lacking. Also, at first it seemed like not everyone was aware of what their role was in the team or what their role consisted of.  
Usage of the game’s Trello boards started to drop off after the first half of the semester or so. So, it was difficult to gauge who was working on what or how they were progressing.  
There was some uncertainty on what our 3 design pillars were for most of the semester. Also, there wasn’t much work done on the design document/wiki.

**What we would do differently**

Make more use of the Trello boards and make sure they are regularly updated.  
Try to encourage more communication between the team, such as having more team meetings, or posting more on the team’s Discord server.  
Make sure that every team member has a clear understanding of their role and what they need to do right from the get-go.  
Have a clear understanding on the game’s design pillars, and update the wiki as game development progresses.