POST-MORTEM
CD Project red – Recruitment Test

Here are the questions I will focus on:

- Is the final demo reaching goals and expectations? Why Yes? Why Not?
- What went right / What went wrong?
- What could I do to improve the next development?
- What could have been improved?
- Was it enjoyable to make ?

About reaching goals and expectations

Overall, I am satisfied of what I delivered. The project is fully playable, and I could implement the Level design as intended.
However, I did not focus on the design part as much as I would have liked to and did not really have time to iterate on the final rooms.

I think the game design choices I made were good in general. The "buddy"-focused approach really offered many level design possibilities, and I wish I could make the best of it by spending more time on designing puzzles.

In conclusion, I think the design was good, but I ended creating various small situations but could not make the main puzzles as good as I wanted to.

Quality-wise, I think the prototype's quality is satisfying for a 5-day project. Even if it was not the best choice, I spent a lot of time polishing the abilities and AI, making sure there is as few bugs as possible.

What went right?

The choice of solving puzzles thanks to another character came quickly, when I compared The Last Guardian to The Talos Principle. In my opinion, interacting with other characters and NPC is much more engaging than just interacting with inanimate objects.
It was really a time saver to lock the main design ideas early.

Due to sticking so quickly to an idea, I was afraid that I would realise after a day or two that was not a good choice. But instead of that, more idea kept coming: using a mirror to reflect the laser, having multiples buddies instead of just one.

Finally, a key point in short-term projects like this one is the motivation, and that was a positive aspect of these five days. I really got into that prototype and did my best, not only for CD Project Red, but because I wanted it to be as good as possible.

What went wrong?

The main issue I faced during these five days is my addiction to polishing. I spent too much time on unnecessary features or code refactoring..
(At least, there will be less animation *plops* when opening and closing a door too quickly).

I also wanted the various abilities and when to use them to be seamlessly understood, but it resulted in me creating the four first rooms. This took me too much time to create and debug. The situations were not very interesting because too simple.
 In the end, I had to display the controls anyway and just turned these rooms in some sort of tutorial. I should have been focused only on the main puzzle. I hope I still made a good job and the one I made reached the expectations for this test.

What could I do to improve the next development?

When I will notice I am spending too much time on unnecessary work, I will just take a break and refocus. Most of the polishing time loss was done after a long period of work.

What could be improved on this project?

At first I wanted to have 2 different NPCs that would also interact between them, it could be a great addition. But first, I would add a real laser pointer, I forced to replace the first one by a simple sphere because I created too many lights artefacts.

Was it enjoyable?

Yes! It was exhausting, but I really enjoyed the time spent on this project and all the possibilities it offered. It also a great chance to learn many things about 3D related components.