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GAM400 — Fall 2016

Professor: Jen Sward, Bill Morrison, Chris Orth

Post-Mortem

What went right/wrong and what did you learn about the process or team or project?

There was quite a lot that went both right and wrong in this semester's GAM400 project, but one thing is for sure, it has been quite a learning experience. Perhaps the biggest pain point for every member of our team is the problems we had maintaining our team's repository. The GAM300 – GAM350 semesters saw little problems with our process for maintaining a repository. In fact, we were one of the few teams in our cohort that managed to do so. However, with this semester we added new team members, changed versions of Unity3D twice, and changed our Wwise installation twice. These major changes broke our repository catastrophically that caused us to lose days of work and add tons of frustration in moments of deadlines coming dreadfully soon. As the person in charge of our repository I did my best to put out fires and reestablish best practices. However, it wasn't until I provided our team with a new GUI interface for git that things really got better. I certainly learned that adding more people to the team means exponentially more work in terms of managing a repository.

As far as things that went wrong and right there are all sorts of things that worked well and just flat out did not. We had a change of leadership which seemed like it would be for the better, but it resulted in no accountability. Certain individuals were able to get away with a lack of communication that would later result in repository problems and redundant scripts and work. Near the end these things resolved themselves a little bit, but that might just be the power of a deadline. I learned to accept my role as a 2D artist and UI/UX designer and I feel like I learned a lot in what works well and what just doesn't. I'm thankful for all the player and instructor feedback on our systems and I feel like our game benefitted greatly for it. For all its ups and downs I'm actually quite happy with what we've managed to create. I hope you enjoy our game and appreciate all the hard work that went into making it.