*Kyle Fasanella – The Number Five*

*Postmortem*

What went . . .

Right?

Weapons – I think the way we let the external tool edit weapons certainly can up the fun. Letting the player make their weapons op, or gimping themselves, and just letting them have control over it is cool I think.

External Tool – This went as well as I expected it to, personally, and once I got it working with the main game, I think it turned out fine. It makes files, has a clear way for the user to add them to the game, and the game loads in them in correctly, as far as I know with the last version I saw. I think it turned out fine, though perhaps it can be expanded. It does ask a lot of questions though.

Pickups – I think the pickups add something to the game and make it a bit less generic. We have the usual health pickup, but I think the speed and damage boost ones make the game more fun. It is also fun to play around with their values with the external tool.

Difficulty – With the tool and being able to create levels and set health, damage, etc., I think that we allow the player to create their own levels of difficulty, and I think that is a positive. Giving the player the freedom to decide what is fun for them and what may make the game fun is good, I think, at least for a game like this.

Wrong?

Our Goals - I would not necessarily say this is wrong, but we kind of changed and evolved our goals as we made the game and realized the reality of our situations and the attainability of the initial goals. We did not make a tutorial, it is hardly a dungeon crawler, and there is no hub. We scaled things back.

Gameplay – I do not think we refined the gameplay and movement and such enough. It could be more polished and 'feel' better. It works, but could be more fluid and flexible. I would have like to have aiming with the mouse though we never knew if this was possible with monogame and didn't entertain the idea.

Player Goals – We originally wanted some kind of story and a goal for the player, like collecting something from the end of each dungeon and using it to open a final portal. But with the time and our rate of coding it did not get done, and the goal is closer to one in a survival game. You have to survive to the end to win.

Menu – We originally thought we would have an options and shop screen. We ended up with nothing for those screens so we just ended up with a start and exit button.

Group – The group worked well enough but we should have met more and communicated more, or used a different app/system, and been uploading our work consistently. Maybe because of other classes, we couldn't meet much. But in the next group activity I would work on efficiency and meeting more.

Conclusion

What did you learn?  
I personally learned a lot more about programming through this assignment and how we can have two programs work together. I did not do a whole lot with Monogame but going through the code and making edits did help me feel more comfortable using it to create a game. I am more comfortable coding now I think. I learned what makes a group work and what doesn't.

What would you do differently?

If I could have less work from other classes in the way I would get started on the game earlier and meet with the team in person more often. I would make sure people are using the latest version of the program so that there is not any time wasted dragging and dropping classes or copying and pasting code form another version. I would use git and those kinds of programs the 'right' way rather than how we just used it to store our files online, really. I would set more realistic goals at the start and think more on how much time we actually have to make it.