**Individual Post-Mortems**

**What went well?**

* Amount of work and efficiency of the team members
* Regular progress
* Constant motivation
* Well organized, regular, and extensive meetings
* Documented meetings
* Clear tasks for everyone to work on -> no downtime
* Very good communication
* Took time to think about and decide on a concept
* Everyone was involved in defining the final vision
* Very good presentations and preparations for them
* Somewhat equal distribution of the workload
* Focus during meetings
* Ambitious scope
* Choice of tools, specifically Hack’n’Plan
* Timely completion of tasks
* Name conventions worked
* Having one communication channel helped a lot
* Started with sound and music early
* Teamwork and coordination
* Time management
* New tools
* Major decisions taken together
* Knowledge sharing
* Few source control conflicts

**What didn’t go as well?**

* Short time frame
* Not able to show everything the team wanted to achieve
* Underestimated workload for certain tasks
* Need to account for mistakes, changes, revisions in workload estimation
* Had same discussions multiple times without a different outcome
* Programming field wasn’t really a part of the meetings
* Ambitious scope
* Feedback for sound and music
* Felt exhausted many times
* Concept didn’t allow for scaling down
* No playtesting
* Personal contact in the art department
* Team lead felt uncomfortable with his position
* Personal progress (Lars), did very similar tasks to last project
* Significant complaints emerged too late
* Inequal distribution of workload occasionally
* Time-consuming absences of team members
* Communication not always clear
* Lack of experience with the engine
* No time for polishing

**What surprised us?**

* Team members are open-minded about suggestions and changes
* Less problems with version control compared to last project
* No text to write in a narrative game (our own choice but still)
* Working speed of everyone
* Workload of rigging and animation
* Difficulty of the wall run
* Difficulty of being the team lead on this project
* The fact that we somewhat managed the incredible amount of work for this project
* How demanding Unreal Engine can be for PCs

**What went as expected?**

* Enthusiasm of the team
* Amount of completed work by the team members
* Didn’t get rid of crunch
* Productive meetings
* Personal relationship between all team members
* Everyone’s skill level
* Personal 3D artist progress (Alex)
* Result to be proud of