Process Retrospective (GDS-6)
(Rops and Cobbers)

How are you managing your development process?

We have been tracking all the tasks on Notion and holding meetings on Discord and in-class time to catch up with things. All the tasks and the goals have been at par for most of the aspects of the game. The one place where we have been lagging is the 3D environment part. We thought of having the 3D environment somewhat ready by the first plate but the rigging the character animation and the level design took a bit more time than we expected. The other part that we kind of neglected is the sound effects which we think is fine for the first playtest but we expect to have some of those sound effects ready by the second one.

What went well?

What I think went well with our planning is that we trusted our guts and went forward with the multiplayer aspect instead of the split screen. After the initial networking issues were solved we gained a bit more confidence that we were going to go down this route. Even though some of the tasks weren't recorded the weekly meetings and meetings in classes were enough to keep people on track and keep the project moving.

What are you improving on or changing for the Final Milestone?

As of right now, we think we're pretty on track with what we had decided on the production plan but if things go south we'll probably have to cut down on some of the 3D assets and we'll have to use duplicate assets to fill out the scene. The other aspect that we are pretty unsure about is the background music that we'll have for the Chasebut after enough play we think the BGM is not that important because it's going to be muffled by the laughter and talks that the players would have during the game