Post Mortem

Student: James Pyke (S178316)   **Project:** Medieval Mayhem

What do you think went well on the project?

For this project, I worked with only one other person. I chose this format as Ben and I had worked successfully on projects before and we took the knowledge gained from each other on the previous projects and used it to create an incredibly efficient workflow for this game.

The workflow that kept the momentum of this project always moving forward which was constant and consistent iteration based on what we wanted to see in the game as well as feedback received through presentations and playtesting. I believe that our game having a clear goal that not only met the brief but that we enjoyed creating and playing kept the motivation to finished the project in a clean and polished state.

Our team worked together on all aspects of the game throughout the development, meeting up three times a week to work side by side until the tasks were finished. This coupled with the constructive feedback I believe were essential in the development process.

What do you think needed improving on the project?

Our team had a similar downfall as our previous projects as we were both programmers. Both of us being programmers meant that asset design was tough and took longer than it should have done. Although I stepped up to help design the game the assets still suffered. As a result, we had to obtain a few art assets through various free art sources which not only took up a lot of time but meant that we were limited to what we could find.

Working with a small team that would work when we met up meant that the use of proper management tools like JIRA and GitHub suffered. Most sprint cycles we kept on top of but with not with GitHub. We decided early on to get a head start on the project before a repository was set up, so we had our repo set up to which most of the uploads were committed, this along with only working on one laptop meant that our uploads seem asymmetrical.

I feel if we had finished our previous project before starting this one we could have learnt from the mistakes of that project and not repeated them with this one.

What do you think about your contribution to the project?

As previously stated, I took a design role on this project. Working on our previous project in this format worked well as Ben was the better programmer and I learnt a lot of design theory and implementation from Go Ape Play.

Working in a 'games jam' environment made each other's contributions invaluable, every time one of us would have a problem be it asset implementation to programming issues and solutions we could assist each other making development fast and efficient.

The most time consuming but the most fun contribution to the game was the constant playtesting to make finite polishing changes such as physics values.

Thinking about the project you have worked on this year, what are the valuable lessons that you will take away from this experience for your next group project?

Working with the idea of constant iteration was one of the most valuable skills I learnt on this project. Being able to scrap the part of the game that is not working even though I liked it meant to project always had forward momentum. As you could see from our first to the last presentation where we had iterated the game through 3-4 different stages before we even showed anyone meant that we started and finished with this mindset.

Another lesson I learnt was to keep clear and consistent management of the project. Having clear tasks being set along with a backlog to inform anyone who is part of the project is essential in transparent development.