**Postmortem**

**TEAM #**

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**[GSP362: Applied Development Project II]**

**Instructor: [Professor Sharpe]**

**POSITIVE ASPECTS OF PROJECT DEVELOPMENT**

* **Experience gained with Game engine**
  + This project was our first experience with a commercial engine. We have done some prior work with a small engine that was developed by students.
* **Team communication**
  + Team cooperated well together to complete some tasks. We had several forms of contact and made time for our meetings.
* **Learned to use version control system**
  + During this project we learned a second version control system.
* **Learned Java**
  + This project gave us the chance to learn another language other than C++ . Java was easy for us to pick up, because its syntax was very similar to C++.
* **Went through the entire process of the game development process**
  + This was the first project oriented class that allowed us to go through the complete game development process.
* **Learned Microsoft Project**
  + Microsoft Project gave us the ability to easily break down the tasks for a given week and know a general time frame.

**NEGATIVE ASPECTS OF PROJECT DEVELOPMENT**

* **Team communication**
  + Sometimes description of what part of the task the person was currently working on was unclear.
* **Designing and planning the game**
  + The person we found that would make models and animate models never provided any work.
* **Too dependent on JMonkey**
  + No backup plan for different engine if JMonkey had gotten licensed.
* **Procrastination**
  + Not starting on a task and the task ended up taking longer than we thought.

**How can we repeat our success in future projects?**

Have good team communication.

**How we can prevent our troubles in future projects?**

* Fully understand the tools that we are using.
  + Learn the full capabilities of JMonkey and NiftyGUI.
* Spend more time Designing the project
  + Use Visio to lay out the program
  + A UML of each class and how each are broken down
* Spend more time learning the more advanced techniques of version control