

✨ Individual Assignment Postmortem ✨

🎮 1. Assignment Overview



Assignment: Assignment 3 / Alpha



Date: May 26, 2025



Individual Role: Programmer



Tools & Technologies Used: C++ and Visual Studio

🎯 2. Personal Assignment Goals



Assigned Objectives:

- Implementation of **Missions**
- **Map Transitions**
- **Birds**
- **NPC Rework**
- **Party System**
- **Shadows**
- **Dialog Commands**
- **Save System v2**

✓ 3. What I Accomplished

✓ Completed Tasks:

- ✓ Completed **all assigned tasks**
 - 🤝 **Assisted in other areas** of the project as needed
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☀ Key Contributions:

- Enhanced the **visual quality** of the game
 - Supported other teammates to push the Alpha forward
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💡 Positive Takeaways:

- The game looks significantly **better visually**
 - Able to tackle a wider scope of contributions this time
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⚡ 4. Challenges & How I Solved Them

⚠ Problems Faced:

- The need to **make tools easier** for designers to use
 - Designers were **reliant on code**, which slowed progress
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Solution:

- Developed **visual tools** that allowed designers to work independently
 - Removed the need for them to directly interact with code
 - Increased **efficiency** and improved **collaboration workflow**
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5. Key Learnings

Technical Skills Acquired:

- No new technical tools were learned this time

Personal Development:



- Gained insight into **managing and distributing resources**
 - Improved ability to **organize assets** and plan game structure
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6. Screenshots & Demonstrations



7. Next Steps

Plans for the Final Version:

-  Finish implementing all remaining systems
 -  Polish and finalize the entire project
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8. Final Thoughts

 Overall Experience:

- This phase was **complex** and **quite stressful**
- Despite the pressure, it was a **worthwhile experience**
- Looking forward to finally **finishing the project** and wrapping it up strong 💪