

**Postmortem Review Report**

**Class name : GAM150S19KR**

**Semester and year : Spring 2019**

Team ***APEX*** Roster

Junseok **Yang** - Producer

Wonju **Cho** - Lead Designer

Jookyung **Lee** - Technical Director

Haewon **Shon** - Test Manager

**To Learn**

Communication

There were many things to learn from upperclassmen postmortem. In most of the teams, if they had problem about communication during their project, then that was in went wrong things in their postmortem. From this, we could learn that communication between teammates is basic factor. To prevent this problem, we have to care about our communication. We already made our own kakaotalk room for communication and sharing our progress. However, there are still lack of communication about the details what we working on, thus we have to care about that.

Simplicity

In team Dizzypen, their game design concept was very simple, and they got good result by keeping that simple concept. The main concept of our game is very simple, too. During the team meeting, we talked about some detail factors what we want in our game sometimes. However, from these postmortem reports, we learned that adding more factors can be harmful to game itself. Thus, we have to make our game’s concept clear and should consider this when we add new stuffs in our game to keep our game’s concept and simplicity.

Applying Skills from Class

In our case, we did not use skills from class in our prototype project, so there were problems such as, dividing each characters into “class” function, and code qualities. To solve this problem, we referred to team H3S’s case. First, to improve our code quality, we can refer our CS170 and CS230 classes. In our classes we keep get a code quality feedbacks for our assignment from professors, so we can apply this feedbacks in our game project. Second, for using “class” function, we are having problems creating separated classes for each characters. In CS170, we learned how to create classes and using it in appropriate place. So we can apply this to our game project for solving problems.

Getting help from TA

In team H3S, FMOD was most important problem. So they had a problem with progress going on to the next work. However, after they asked to TA for help, they figured out how to write and manage their code and it helped their team a lot. In our case, we also will use TA’s help a lot for our main mechanic, such as, knock-back, ghost collision and etc.

Time management

Recently, our team couldn’t work for our project enough since there was a lot of assignments and things to do. Because of that, we have to work very hard to prepare alpha presentation in next week. This was a huge problem for other teams, too. To prevent this problem, we have to care about time management. For that, we will make rules for our teamwork and keep that. First, we will have a meeting in every Wednesday. In Wednesday, we don’t have class so everyone can be in meeting. Second, we will cooperate for our assignment in other class. In our opinion, since we spent a lot of time for our assignments, the best way to manage time is reducing the time for doing our assignments. Thus, we will cooperate for our assignments to reduce the time for doing our assignment.