Cross development Post Mortem

Balancing multiple libraries

This project used Monogame, Xamarin and PSM studios to achieve cross platform deployment on PC, Android, PS Vita.

Throughout the project there where various updates to each library which required re-factoring of one or more of the deployment builds. This took time away from building the game to simply maintain the ability to be "cross platform".

There were also times when a fix for an issue might become available in one framework was desired but the other packages did not have support for it yet.

Open source

Relying on open source frameworks such as Monogame for the base of the game meant that when bugs where encountered they might be no fix for it.

Hardware specifics (screen resolution and touch controls)

Screen sizes and controls between the PS Vita and the average android phone take a lot longer than anticipated to properly test and account for, this is something that I will focus on earlier and more in depth in future projects.

Reflection and the future

The project went well for the most part, by referencing the core game code into the PSM and Android wrapper projects I was able to avoid too much duplication of resources.

I feel though that I will be more cautious in future projects when looking at open source frameworks, there were a few times when Monogame was either not well documented enough or had an existing bug/incompatibility with another framework.