**Post Mortem**

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All in all I would say this game’s development went somewhat smoothly. We were very good at combining the things we had been working on and dividing the work in ways that everyone could excel. Our biggest weakness was certainly group planning, simply getting together and keeping development on the road was a struggle to say the least.

Of course there were a few bugs that caught us up for a while. The enemy AI as well as the player movement and combat system seemed especially to need a lot of work before we had a working prototype. One thing we tried and failed to do was give the enemies a far more advanced intelligence. We were hoping to have them be able to navigate around obstacles to get to the player, which would in turn allow us to create some pretty cool structures and level layouts. However, bug after bug, and hour after hour wasted, development of this mechanic had to be thrown out the window.

One thing we were very successful at was our game design, the game appears to flow smoothly, and looks pretty good as we created all the artwork for it. The player is easily able to distinguish all that he needs to, and is never left feeling helpless, or as if the game screwed him over.

Certainly if we were to do our project again, one thing we would work far harder on is would be our organization. If we were organized and truly put our minds to this we may have created something far superior, as well as implemented all the mechanics that we were eventually hoping to.

Evaluation of final outcome:

In the end, I think we achieved the beginning of what we had hoped for. We had most of our desired mechanics in place: the stamina bar, the pickup items, different enemy types/AI/attacks, obstacles, and level templates. However, ultimately, I had wanted many more cinematic elements to the game, as well as more of a growth system involving acquisition of new weapons and upgrading of the player’s abilities. As well, I would have liked to implement many more enemies, guns, levels, and power ups. I think that enemies with more haphazard and unpredictable lines of movement, as well as stronger and more dynamic attacks would have been interesting to the game play. Guns which had strange bullets, like curving shots, or perhaps homing, or area of effect damage would have made the game much more versatile. In light of those shortcomings, I think that we did not achieve our desired project.

Division of Labour:

Declan Diderich:

* did all of the title screen, except the bouncing letters
* did all pixel art for the game
* integrated most of the code in the game
* wrote all of the code in the: Animation, Eye, Flower, Item, Piece, Sun, and Wave animation classes.
* Wrote most of the code in the shooter class
* Organized all group meet ups, initiated contact via email 90% of the time, tried to get all members to do their share, basically the leader of the group
* Came up with the idea for the stamina bar and the entire story, and characters’ stories/ideas

Hunter McCulloch

* Did the bouncing letters on the title screen
* Wrote almost all of the code for the other classes besides the ones Declan did, except the Sleep class
* Worked with Declan the most and the most effectively
* Debugged some code and commented

Kyle Irvine

* Wrote the PowerPoint presentation for the game presentation, which he failed to show up for.
* Wrote the code for the Sleep class, and the health bars
* Completely disappeared for the last two weeks of the project’s development, still have not heard anything back from him despite countless emails