

SS9 Postmortem

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What Went Well

- Design process
 - Maintained a realistic scope for the project by creating mechanics one step at a time.
- Task distribution
 - Mechanics were separated into meaningful categories, making the development of those mechanics much easier for each member.
- Team communication
 - Everyone made it clear what mechanic they were working on, if they needed help, what their availability was, etc.
- Playtests
 - Despite the unfinished nature of the game, playtesters gave insightful feedback on ways to improve our game.
- Game mechanics
 - We were able to create game mechanics with functionalities that we intended to have in the game.

What Went Poorly

- Integration of digital prototypes
 - Each of us worked on a separate mechanic for the game with no foundation for what the structure will look like, resulting in a time-consuming integration process.
- Not all features/mechanics added for the playtests
 - A lot of feedback touched on ideas we were currently working on or planning on adding in the future.
- Time management
 - Time it would take to develop mechanics was underestimated.
- Design ideas fluctuated throughout development
 - The end goal of what we wanted our game to look like keeps on changing.
- Schedule conflict
 - It was difficult to manage our schedules and work as a group outside the class.