Post Mortem

# Positive Aspects

## Quest System

The quest system involving the use of the primary learning cycle as developed in the initial documentation was able to successfully teach players during playtesting, thus demonstrating its viability as a teaching aid. While not completed in full, the existing template has been seen to meet the needs of the stakeholder.

## Stakeholder content

The content that has been included in the game directly meets the learning outcomes as directed by the School Curriculum and Standards Authority, Year 11 General Accounting Curriculum. The questions are structured in such a way that answering them requires the player to demonstrate knowledge of the content.

## Hex-based mechanics

The overworld strategic navigation in the game was completed successfully, with the mechanics working as intended. The player is given transparency as to the risk each hex presents to the player, as well as adequately manifesting the result of those events. The result is the strategic experience I had originally envisioned.

## UI Layout

The main focus of personal development during this project was in the development of an intuitive UI that feels natural and easily navigated. To this end there are very few nested elements in the UI, and all of the critical information is available to the player at all times. During final playtesting, I have not noticed players becoming confused as to the location of specific elements, as well as spending very little time working out what buttons do what, almost instantly taking in and making use of each UI element.

## Game Aesthetic

The art and models for all physical the game assets, such as the hexes, caravan and towns.