**Lessons Learned**

**Turn-Based Combat Game**

**The Flying Mongooses**

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**Date**

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# Introduction

This document will make note of lessons learned by The Flying Mongooses team. For many of us, this was our first step into developing a game and managing the development itself. While the team as a whole did a great job in creating this game, at times the development process wasn’t perfect. With that being said, what worked well and didn’t work well will be categorized in the table below, helping all of us become better developers and managers in all of our future endeavors.

# Lessons Learned Approach

The approach to writing up this lessons learned doc is to show, from the projects start to end, how the team succeeded and how the team failed. Each team member will contribute both individual lessons they themselves learned, as well as lessons learned from others or lessons learned by the team as a whole.

# Lessons Learned from this Project

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Category | Issue Name | Problem/Success | Impact | Recommendation |
| Scope | Good, big ideas | During initial development stages, good, but exceeding scope, ideas were presented, causing confusion on what would be developed and what wouldn’t. | Many good ideas for the game were shared, but then held onto for too long and not properly communicated on their status, causing confusion among the developers on what was in or out of development scope | Project manager should better communicate large design changes and make clear to the whole team which ideas are being taken forwards, and which ideas need to be cut in order to develop the project in a timely manner |
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# Lessons Learned Knowledge Base / Database

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# Process Improvement Recommendations

Going forwards to bigger and better projects, the importance of the project manager properly assigning tasks, maintaining viable project scope, as well and improved communication with the project developers will become more and vital. The project manager needs to take more responsibility of ensuring good inter-team communication as well as keeping the project on track and maintaining any scope creep that may arise.

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