Post-Mortem:

Matthew Morrill;

                Honestly, I think Time Warrior was itself pretty good, but damned if we didn’t have our issues along the way. I don’t think the problem was the team, I mean, we had really good communication, we filled up over 900 facebook thread posts for god’s sake! I think the biggest issue we had was our so called “cursed team spot”. Originally in the first 8 weeks we had Jared Bills as our lead programmer, but due to…something (he never told us), he left the group and the entire senior project altogether. So rather than assign another lead programmer, we all took on the handles of every single job. It made the jobs really hard to define in a certain area. For example, I was the original lead designer. I designed the world, its history, and the majority of the characters.

                I also designed the original portion of the scripting-engine that we had, the userInput class, and in general was just an all-around debugger during the first 8 weeks. During the second 8 weeks I was the second networking person (continuing where Alex left off, using what we learned during the networking class), and designing the entire finite state machine while everyone else was doing the rest of the features and content.

                But somewhere along the halfway point, the jobs changed. I somehow turned into the Project Manager, Alex turned into the Lead Designer (he designed the majority of the maps), and John turned into lead programmer. Joe, the person that replaced Jared into said “cursed team spot” did our leveling system, and he turned into John’s old part (worker-bee).

                Overall I think Time Warrior went pretty well. We had good communication, and besides a few ups and downs when it came to developing the game. One of the things I think we could’ve done a lot better is the original design. When we started, we didn’t have a technical design. None. At all. We were flying completely by the seat of our pants, and that lead to a lot of “You know, it’s kind of scary that our game even WORKS,” moments. By the end of the first session we had a good idea on how the game ran, all of us did, so there weren’t too many of those anymore. But an original technical design would’ve been a great idea.

Another thing we could’ve done better was incorporating everyone into their parts. As it stands, we left it up to everyone on when to participate, when to commit, when to update, etc. The system worked quite well for the people who were motivated, but sometimes it didn’t work too properly. Also, it was probably a better idea to have everyone in defined roles from the beginning and try not to deviate too much from them.

But that same thing I think we also did well. Because we left it up to everyone on their choice of when to participate, that naturally led to the more motivated people to really try their hardest.

If we were to do this project again, the first thing I would do is get the networking out of the way and make sure it works. We waited to start on the networking for two weeks first, because we wanted to study the code and make sure we knew how it worked first. That wasn’t a mistake, per se, but it wasn’t a smart idea. Another thing that we would do is make the world more malleable. The way its designed now, some things are really easy to make, like more tiles and such. But adding new world’s takes longer than it should, by about five minutes.

All in all, I think Time Warrior was successful. We had our ups and downs, with downs far outweighing the ups, but I think we did good with what we could. Not the best, but we all learned something I think.