

Dream Defender: Postmortem

Group 3: Michael Wolfe, Zach Greer, and Tom Rodriguez

What Went Right

We decided which tool we would be using on day one, and were explicit about which *version* of the tool we would be using.

We were organized in a sense that we used GitHub and kept most/all of our assets and code in one single spot.

What Went Wrong

Being a group of Computer Scientists, our group could have benefited from simple, geometric art assets. This would have allowed us to focus more on gameplay and less on presentation.

Our idea was not very experimental in any sense, and spending more time on presentation than gameplay meant that we were not able to add features to the game to distinguish it from its inspirations.

We did not receive any audio assets from Tom. He was missing in action for the entire project.

Lessons Learned

For a two-week game, prefer geometric art that you can play off as artistic, especially if you *aren't* artistic.