

IGME.320 GDDII Summer 2021(2208) 3D Video Game Design Postmortem

Name: Samar Karnani - srk7473@g.rit.edu

Game name: Speedgun

Presentation link: https://youtu.be/_YKZfv1e0NI

Gameplay link: <https://youtu.be/-1Vt8hignig>

Presentation outline:

- Narrative
- Core Mechanics
- Initial Plans
- What changed from those plans
- What is the current state of my game
- What difficulties did I face
- How did critique affect my game
- What I would do with more time