

Individual Postmortem Reflection

Our group's experience goals involve making a complete playable game. We started asking questions about what type of game they preferred, and we chose a game based on the card game from Artg80g class. We built upon the idea of making this our warm-up game and became successful. We decided to continue working on this project and revolve this project around the game theme of this class. We also thought about expanding the idea not just a playable fun game but also immersion by adding a script and lore of the game. This shows a tabletop role-playing game where players can immerse themselves into an actual chef and build their reputation by making a suitable dish.

We succeeded in meeting our goals. We intended our workflow to be on track. We were able to finish the task earlier than expected, which gave us a head start on working on another task. This continued until we polished the game. We then thought of expanding this by making scripts and lore to give the game some story that the players can invest in. We also communicated from Discord every week, discussing what we build upon, what we can improve upon, and then the next step.

Three big things went right starting with communication and effort from our group. We talk about the rules, cards, and many more changes. We are on point in the task and want to ensure that we are not stressing out building this game but also progressing in the right direction. We also had a successful playtest after we failed the first playtest. We talked about what went wrong with the first playtest and immediately thought to modify the rules, and we saw that all the players were having a good time playing the game.

Another thing that went right was the equal distribution of workload amongst peers. We have equal responsibility to work on that doesn't burn out the other member. We also kept asking and reminding them to use our help if needed, which we did. By the end, we have fun.

Three things went wrong, starting with the failed first playtesting. The first playtesting went wrong as it was confusing, and there was one rule that defeated the purpose of the memory card game. We modified the rules of the game, which turned out to be successful later in the second playtest. Second, we overused the ingredients and recipe and realized that adding these would make the game a lot longer. We scrapped the idea of recipes and ingredients, and some assets went to waste. The third thing that went wrong was throwing multiple ideas that needed clarification. It wasn't a problem, but we threw a lot of ideas, some of which needed to be more useful and relevant to the game.

The three things I learned from them are the creative ideas of my peers. They have some unique creative POV I never thought I could use for future projects. Second The second, I learned to step back when things are getting overwhelming. I did learn this and decided to ask my peers to help me when the workload was getting me. The third thing I learned is trust and being a team player. I have the mentality of trying to grab the most challenging task, but during this course, I was able to give myself the trust of my group that they can complete the task on time. They are a team player and co-leaders.

I wouldn't change this project at all. Instead, I'm considering expanding this game like a season game pass or volume where each volume includes additional players' ingredients, recipe cards, and lore to its ingredients, recipe, and players. To make the game more engaging, each volume has a slight comic section with a simple story of what happens in Chef Wars.