Final Postmortem for Highwynn

**What Worked Well**

* The art style was well received by players
* Art style was consistent throughout the game
* Team worked hard on assets, level design
* Good colour design
* Good lighting
* Animations were well done
* Mostly complete game (start and finish)
* Wisp was fluid and easy to control
* Trello and Discord communication/posting was well used this time around
* Work became very streamlined towards the end
* People enjoyed the game overall
* Story intro

**What Didn't Work Well**

* Tile maps could've been better, Unity 2D didn't handle curves or slopes well
* Luring of the Stork was tedious, wasn't clear on what to do
* Boss fight could've been better, having a clear objective on what to do
* Use the wisp more effectively, hints/clues
* Have the level layout more clear, sign posts? Mini map?
* The enemy AI, sometimes would not "see" the player, or would take them a while

**What Would We Do Differently?**

* Add text boxes to more of the levels, Wisp explaining to the player what to do in some areas
* Add screenshot of level in level selection, e.g Level 1 (forest screenshot)
* Be more active on the blog
* Implement PS4 controller (lights)
* Have the wisp pause for a short period of time when using the Xbox controller
* Have death animations for everyone
* Add an extra collider to the higher section of the ruins
* Have an explanation in the boss fight on what to do
* Be more clear on who's doing what
* Use a different program
* Use something other the tile map system
* Record play through's/glitches to post on the blog
* Work on two trailer's (story trailer and gameplay trailer)
* Add sound
* Add a vibration to the controller when player gets damaged
* Have more merchandise! Cards, mugs, figures, stickers, shirts, hats, pins

**What Would we Recommend?**

* Keep it professional through the project
* Continue to have realistic expectations/goals
* Experiment early on to flesh out ideas to see what works sooner rather than later
* Step back/observe/ask for opinions
* Ask for help when needed!!
* Aim to be more structured! Something to work on for future projects
* Make sure you are clear with what you are doing!
* Have a weekly build, get people to test it at these intervals