Project 8: Post Mortem
- Team Name: Ape Alley Team
- Team Members: Nicholas Iverson and Emma St. Laurent
- Game Overview: In our game Ape Alley, you explore the map, equip new items, and play minigames with other players in our multiplayer world. We have one minigame and two new items you can equip, and a main map with two rooms you can teleport to through the doors. You can see other players, their name and items they have on, and their messages in the global chat.
- What went right: We got all the main functionality in the game that we had planned from the beginning (multiplayer networking, items you can equip through a menu, global chat). For the most part, we completed our sprint goals to 80-90% completion, some sprints having to push back one or two tasks.
- What went wrong: Many tasks took more time and/or energy than expected to complete, especially the multiplayer networking, and setting up our game before we had learned Unity in class. We had some stretch goals that were never really seriously considered in development because we already had too much on our plate. I think our main problem with the development of our game was that due to multiplayer and chat functionality and more taking so long, we never spent enough time to actually build the world out, which would consist of a larger map, more interactability, and more minigames.
- Mid-project changes: We had a lot of big map ideas, but had to cut some of those due to time/resource constraints. Our only main map ideas that were incorporated in the end was a jungle area, arcade area, and a shed. We also cut the amount of planned minigames due to resource constraints and needing to spend more time on multiplayer or chat-related functionality or bugs.
- Any risks you took: Overall I think going for a multiplayer game was a big risk. We weren't really sure at the beginning if we could get multiplayer with Photon working, but we persevered and made it work. Getting two players to join one server and move around with animations synced up was a critical step for us. Besides going for our multiplayer aspects, I don't think we took any huge risks.
- Conclusions we can make:
  I really enjoyed the gamebuilding process and what I learned in the class. I am also proud of the game that Emma and I created. If I had to do this all again, I would put more time into realistically planning and prioritizing what needs to be done. I probably would have spent a short amount of time on random minigames, and most time on what I did end up doing (multiplayer functionality, global chat, etc.), and then would choose more minigames to keep in our final product. Finally, I would also spread my game developing time more throughout the week, instead of doing it in 2-3 day bursts as I normally would do.
- Anything else to add:
  I wonder if this course could be a two-semester thing, because I kept thinking that if we had two semesters, we could really have a huge game. At the end of this semester, we finally got all our big main functionality working, and simply needed more time to work on worldbuilding.