# Post Mortem 2

## What went Right

**Quality**: The work done by the team was good quality. Although there was no real art, the animations done by Jeffrey, the sounds and music chosen by Benjamin as well has his small art was great. Victor is a great programmer and was able to get the mechanics he was assigned done in no time.

**No Re-design**: We didn’t change our minds or change anything from our original intention.

**Small scope**: Our scope was really small and fit the bill perfectly. This also allowed the scope to be properly laid out and a good amount of details to be established right at the start. This also allowed the clear designation of tasks.

**Original brainstorm**: Our original brainstorm had all members giving good ideas and the final design was a nice mesh of all the ideas given.

**Communication:** We used all our tools to communicate. No miss-communication occurred and we could talk directly without tip-toeing.

## What went wrong

**No-art design:** The project had no art design. We purposefully did not think of how we would want the game to look. This would cause problems on the long run and even if the projects would not have art, we could have discussed it all have an idea at what the project should look lie.

## What would you do differently

**Team leader**: With a team this big, a team leader might have helped a bit. I felt I tried to fill those shoes but without officially naming myself that.

## Teammate review

### Benjamin Goulet

Although Benjamin left for 2 weeks, he made sure the tasks he had were completed. He made sure also that he did not have too many tasks at the start of the project so that someone would have to fill his shoes when he left. He did great work with the documentation and even went out of his way to find multiple sound clips and music we could use in the game.

### Jeff Certosini

Jeff is eager to learn and always trying too. Although he does get confused easily and has a hard time remembering things, he doesn’t back down from tasks and he also won’t be scared to ask for help. He does learn from his mistakes, but no mistakes he made were that bad.

### Jeffrey Guandique

Jeffrey is the silent type that does his work and does it well. He came up with the original idea of using the secretary bird and we ran with it. Hes a great artist and although we didn’t end up using his animations, they are top notch quality.

### Victor Fuantanabla (Im so sorry for his name butchering)

Victor is also a quite type that does a lot more than you think. Although he has a habit of never being on time, he showed up and did his thing very well.

### Final word

All in all I would have no problem with any and all of them on future projects.