# Post Mortem

## What went Right

**Quality**: The work done by the team was good quality. The art feels and looks exactly like our initial idea. The game mechanics work exactly as we intended, some stuff was cut, but everything that is in was in the original design.

**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, even if some were fairly small in the end.

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

## What went wrong

**Communication**: Our team had little communication outside the class room. We would have sporadic good communication, but with Yan having personal problems, Kosta going to the hospital and Theo moving and with no internet, our communication was incredibly affected. Facebook was the only real means of communication for the longest time.

**Misunderstandings**: On more than one occasion, did misunderstands in directives from me derive in loss of time and effort, as well as frustration on both sides of the issue.

**Attendance**: Class attendance was very bad for the other team members, coupled with the communication problem, this caused me a lot of stress and frustration. Coupled with the other team members leaving class early on more than one occasion before they could be talked with, this was just a pain.

**Small tasks**: Some tasks in the end were too small. Kosta and Theo ended up doing very little work, not in the sense that they didn’t do it, but that the amount of work given to them was too small. This was a side effect of the size of the scope, as we really wanted only 1 person to code as it was so small.

## What would you do differently

**Communication**: I will ask more communication options, cells and other means. Although this would not help with unforeseen events, I will ask if people are taking time to fix personal issues during our time together as a team.

**Misunderstandings**: More communication in general and confirmation emails should help with this, unfortunately, this can’t help if the person simply

**Attendance:** Unfortunately, this is out of my control, although I will try and get teammates that are more in class in the future.

**Small tasks**: Maybe splitting up the coding and the art assets more. This would allow more stuff to be done by the whole team.

## Teammate review

### Yan-Simon Martel

Yan is a great coder, he does great work and does it fast. He is also able to keep things small and does have a good vision of the project. On the other hand, he doesn’t communicate a lot and assumes even more.

### Kosta Andreou

Kosta has a tendency to forget parts of conversation. He did not venture forth any willingness to do parts of the projects and waited on us to give him tasks. The parts he did were well done and were done on the time frame he said.

### Theo Raymond

Theo never mentioned he was moving until we asked why the lack of communication. He had a tendency to be very late to class or miss a lot of classes without specifying why, or would give no answer when asked.