

Project Vrij II - Documentation
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Introduction

Project Vrij II has offered me a lot of personal experience in the development of video games, in nearly every aspect. This was mainly due to the reason that I'd chosen to do the entire project solo. This may sound like a risky plan, but I will explain shortly why it was the right choice for me.

I see myself as an all-around game designer. This means that I'm fully capable of prototyping and developing the ideas that I have in my head, and thus making them reality. I try to be as flexible as possible, learning different kinds of skills and applying them.

Project Vrij II was, for me personally, the best opportunity to train and expand these different skills. This is why I chose to go solo. Because when you work in a team you focus on a specific role, while if you go solo you are forced to take on every single role and do it yourself. If you can't manage to do it, you'll have to learn how to do it!

I decided to work out a very old concept of mine (from before my time at the HKU), and turn it into a fully fledged and polished game.

Reflection

Looking back at the project itself and the end result, I have to say that I'm very content with the entire experience. The end-product is very close to what I had imagined at the start of the project, and there were no real big issues along the way of making it. I learned quite a lot about project management and playtesting, and eventually marketing (as I am planning to commercialize the product).

PMI

The PMI (plus, minus; interesting) that I've made for this project can be viewed below.

Project Vrij II - PMI		
Plus	Minus	Interesting
I got the chance to get myself into an environment where I'd have to take on every single role within a team. This allowed me to progress my skillset.	The mentor meetings were a bit unclear in planning structure at first, which made me miss the first couple of meetings.	I found it interesting to see how a workflow would go into process where one person has to do everything. The result was a very chaotic workflow, but not in a negative sense.