

Postmortem Presentation

Team: Nikita Skiba, Skylar Tran, Cordelia Notbohm, Sydnee Haugen



5 Things That Went Right

1. Initial game mechanic development (movements, attacking, world map) were easy to work on individually
2. Was easy to building up the initial mechanics to make something playable
3. Using Discord to communicate and checking in regularly - helped everyone know what the status of the game
4. Using pre-made assets for stunning visuals and animations
5. Using a premade Jekyll Theme for creating our website - gave us more time for the game

5 Things That Went Poorly

1. Needed Lots of refactoring to make all the components work together - reduced time we could spend working on new components
2. Underestimated time needed to combine changes/build game - rushed to get the game build for testing sessions
3. Players often missed info we thought was easy to see (e.g. our end turn button) - reducing the amount of feedback we got on other parts of our game
4. Our GitHub got very disorganized - multiple branches and conflicting changes
5. We attempted more than we were able to accomplish - needed to scale down many of our original ideas