

## Post-mortem Project Eight

A game project by Isak Anklew, Michael Åberg and Daniel Brunell

*Here follows our thoughts and feelings concerning this project from start to finish.*

### **Isak:**

This project have brought many new experiences to the table, both to me as a person and as a designer.

It started off great when me and Michael came up with some crazy ideas just to get the creativity juices going. Then Daniel joined our team right after we had nailed the concept we we're going for. Soon after this event I started commanding over two programmers, and getting my "vision" out to both of them would prove to be hard. I lost control of the group when the programmers wanted to do their own engine from scratch and I didn't have the balls to stand up to them and tell them that wasn't the way I wanted the game to be evolved into.

This project got torn apart when we decided to do it from scratch. If we just had stayed focused on the simple gameplay and getting the feeling right without making a lot of fuss about the technical aspects I think that we could have made the deadline.

This project have teached me a good portion of things that I take with me to the next one. Even though this one was somewhat of a failure, we managed to get a prototype running and in the end I'm quite satisfied with the gameplay. Success must start somewhere, and this was our somewhere.

### **Michael:**

The project started out great, but it turned bad really quick when we started to work with TorqueX. So after some discussions we decided to write our own engine in C# with DirectX and .NET Framework. To make a long story short:

All the things that could go wrong in our project went wrong, the group chemistry failed in many points, we did not have certain days during the weeks where we met and discussed the current progress and milestones. We didn't rewrite our plans when things changed, and the most important aspect failed totally, talking with each other in the group.

However, I must say that I think I have learned more in this project than I would have using the TorqueX-engine, with a price of course. I feel like that our designer haven't gotten his space in the project as a designer, but more as a project leader, but a good one I must say.

What we have achieved is a very compact 2D-Engine, not much for extra features and graphical effects, together with simple game mechanics, it's a prototyped game, not fully complete, but it shows what we where aiming for.

As I am thinking back I must say that the most important things needed in a group that develop games is teamwork. If we would had better teamwork from the beginning we would probably had the ability to make better judgments and thus having a greater chance of completing our prototype in time.

***Daniel:***

At the beginning of this project we were supposed to use the game engine TorqueX which I grew skeptical to when I found it bloated and had problem finding documentation. Motivation was a little low when I had expected working in c/c++ as the only programming we had had this school year was in java & python. After we got approval on ditching torqueX motivation rised and we began writing the engine.

One advantage of making our own c# directX game engine would be that we got complete control over rendering and earned experience on building our gameengine, which I would think of as more sensible than learning torqueX. But with the drawback on being far more time consuming when the deadline already had closed as much as it had, it might have been a quite disastrous choice.

As for my own part in the game engine I fear that overdesigning/redesigning classes might taken too much time. As for the way we programmers worked I suspect that if we should have finished a design/"public interface for classes" we could have come to a much faster progress in the development.

This is the end of the postmortem.

Thank you for reading!