

# Postmortem



## **Group:**

Computer Related Application Programmers (C.R.A.P.)

## **Members:**

Benny Häusler(Graphics),

Markus Herpich(Content),

Konrad Campowsky(Programming),

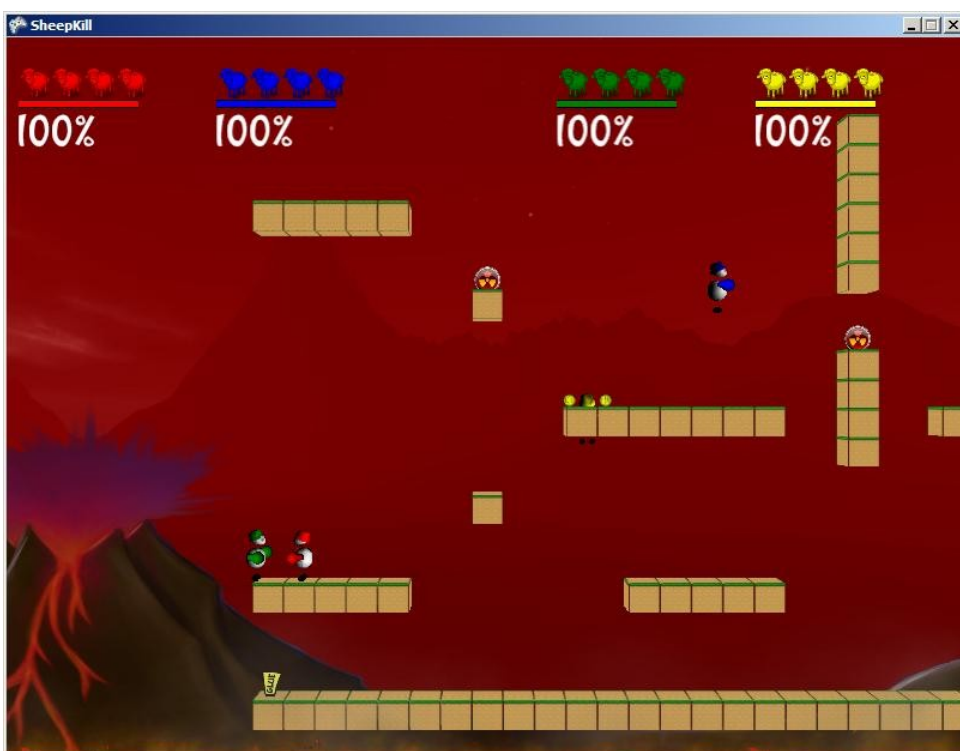
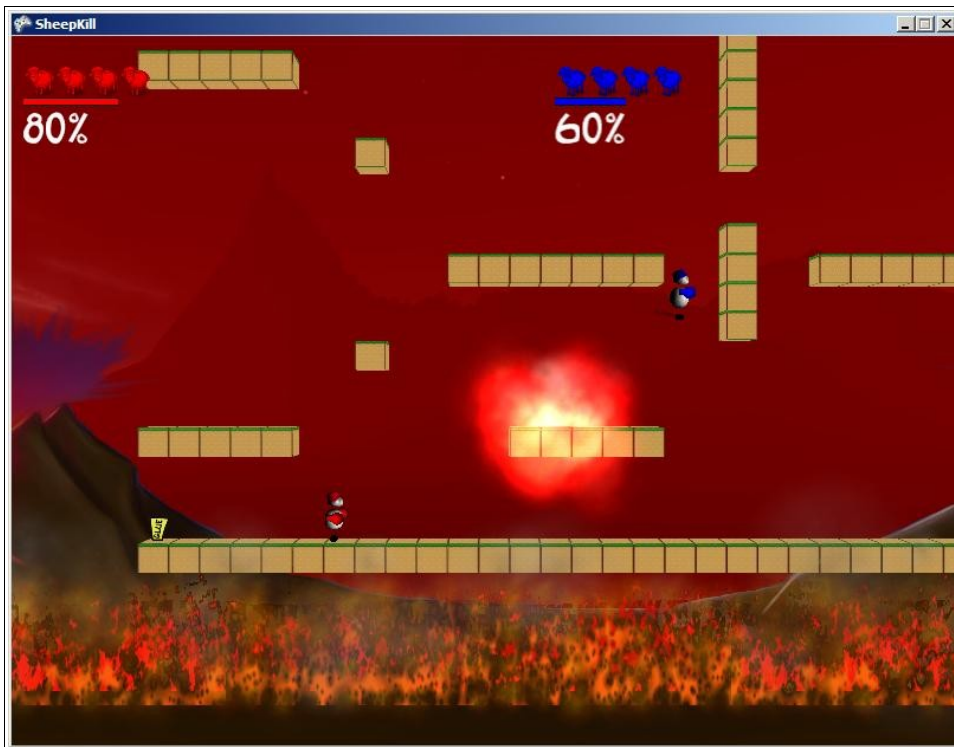
Nils Lüdicke(Lead)

## **Introduction:**

The game SheepJourney plus another prototype was developed during a course called 'Game Programming' within 3 months at the Technical University of Berlin which was hosted by Andrew Nealen.

### Gamedescription:

The concept of sheepjourney was to create a multiplayer game which combines elements from a Jump 'n' Run, a Beat'em Up and a childrens game called "Musical Chairs". The main game mechanics are based on a 2D Jump 'n' Run and the interaction between the players is realized through a Beat'em Up like punching system. The objective of the game is to reach one or more marked goals within the level.



## **what went bad:**

### *-lack of iteration in terms of the game mechanics*

Sadly we never really could integrate the concept of iteration in our game development even though Andrew had introduced it multiple times during the course. We never really had a feature freeze and it took a long time to build a playable version of our game which allowed us to test the game mechanics and to build levels.

### *-barely documented code and clearly seperated roles in the team*

Everyone in the team had his own part and except for the time we talked about matters of general game design we never really worked outside our given roles. That is why if someone had a problem with code or work of another team member it was very hard especially at a late point of the development to alter that code or work. Therefore if a problem for example in the graphics occurred either the graphicprogrammer had to stop his current work or the other teammember had to wait until he was finished.

### *-lack of leadership in terms of graphicprogramming*

it was hard for me (teamlead) to give lead in terms of our graphics because I am not very familiar with the field of cg. Without the knowledge I often had to ask what is possible instead of telling the graphicprogrammer what to do. This lead to the problem that the graphicprogrammer often worked without having a direction and implemeted features he was interested in.

### *-to playful in terms of content creation*

Even though Andrew warned us not to use 3D graphics we went for it. We saw the possibility so we took the shoot. It would be wrong to say that it was mistake but it took way to much time to build the 3D playermodel. Also we had to learn the fact that the blender documentation is far from being helpful in many terms.

## **what went good:**

### *-the atmosphere among the team*

Because we all knew each other before the course we had no problem working together as a team. There was never tension within the team and so working together was always fun. We often worked together in person so generally the communication was good.

### *-creativity*

We all were very interested in building a game and therefore there was never a shortage of ideas. We often sat together in discussed about features and how about the game should be. This was often very constructive and helpful in terms of the gamedesign.

*-programming*

Some nice concepts (e.g. scenegraph manipulation) did evolve after all.

**Individual conclusion:**

*Benny:*

I welcomed the opportunity of using my cg knowledge in a real project.

*Markus:*

Even if my position as content creator wasn't my favourite, I learned a lot about 3D modeling and animation.

*Konrad:*

Although we had hoped for a better result, I think the project was a valuable learning experience for all of us.

*Nils:*

Mostly i enjoyed the facts that on one hand the course combined my passion for games with my profession and on the other encouraged creativity.