# Team Post-Mortem Write Up: IRL

## What Went Well

* Best middle tgp
* Steve was legitimately excited about our game
* The lock system for pushes worked well
* Peer evals (especially one on one) were super helpful
* Marketing was great
	+ Especially on twitch!
* Improved as developers
* Everyone was a part of QA
* Being flexible in teams on milestones
* Having a perforce master was extremely useful
* Game Designers checking in with subteams was nice

## What Went Wrong

* Not respecting asset locks is dangerous
* Be better at listening to others, many people felt like the GD team didn’t listen to them
* More help teaching leads how to be leads
* We approached QA incorrectly
* Not enough/not fast enough communication when something was cut or added
* No tech/art game design rep
* Too much waterfall on the project
* Not enough trust
* When check ins happened they weren’t tested well
* Kept trying to fix the car to save the game
* Request documents weren’t used
* Didn’t iterate as much as we could
* Game Designers need to consult teams
* Game Designers mishandled original prototype
* Two way game design communication
* Channels for feedback weren’t used or didn’t work
	+ Gmail wasn’t helpful
	+ Caused people to not feel heard
* Too many meetings
* Team ownership was low
* Not sure what GD/Leads did
* Felt like there was unequal access to professors
* Lacked togetherness

## What We Learned

* Focus on problems, not people
* Who is going to use this?
	+ In reference to tools and games
* More fluidity to subteams allows for much easier workflows
* Write stuff down, keep lists of what happened
	+ Even stuff you just talk about
* Following up is extremely important
* Keep non-work related fun things outside of general chats in slack
* Be willing to help others when you’re free
	+ Actively look for work
* Get a microphone during presentations
* Praise people who do well to focus on good stuff instead of bad
* Being more specific in the peer evals is important
* Talk about our problems more openly
* Read the documentation
* Playtest with sound on
* We all own the game
	+ We all have ownership of the game and need to take ownership
* Respect asset locks