# Personal Post Mortem Write up: IRL

## What went Right:

* The game was finished and completed on time
* I kept up with the daily needs of the team without becoming completely overwhelmed
* I focused on communication with others and improved overall
* I provided information for the people who needed it as quickly as possible
* Coherence (both in the game and in design philosophy) in the GD team was very high
* I did not just order people around
* Working closely with Dominique (our main car designer) effectively triaged the gameplay issues
* I focused on feedback and following the fun whenever we had playtest feedback

## What went Wrong:

* Communication with team members fell short at times and didn’t give people enough information
* Documentation was not as up to date as it should have been
* I did not understand how to correctly communicate with team members until it was too late
* I was not bought into the original concept for the game
  + I did not ensure my own buy in on the original concept before trying to get anyone else’s
* The art for the game was not on vision and I did not check in with the artists enough
* I failed to communicate to the track team how important it was that they iterate on the tracks frequently
* I was too frantic at the beginning of the project (I spent too long trying to figure out what the game was instead of just running with what it was at the time)
* I’m still not sure if I put too much of what I wanted into the game as opposed to just what the game wanted
* I should have been more organized

## What I learned:

* As much as I don’t like it, people prefer the knowledge that they’ve been listened to above anything else
  + I very much value honesty, and will honestly express to someone what works and what doesn’t or what we can do and what we can. People didn’t respond well to this method of communication and I should have taken into greater account how other people communicate.
* Game Designer is really, really difficult to understand and put into words
  + Despite that, I feel like I have a much better idea of what a GD does now
* People have a strong tendency to put what they want into the game, as opposed to what the game wants
* Delivering feedback (even playtest feedback) needs to be done very carefully so people will pay attention to the important parts and not just focus on the easy stuff or ignore the glaring issues
* Being more closely linked with the team is extremely important
* It’s very easy to have too many meetings
* Following up is extremely important, and I’m bad at it and need to get better
* Rapid prototyping is critical for the success of any project, building a system to be conducive to this is also important for the process of making the game