UNWelcome Postmortem

# Individual Postmortem

## What went well?

1. I focused a lot on communicating well with the team and making sure that we understood each other. The communication within the team was good and I believe that my focus on communication helped lead to this success.
2. The work I created for the game was of a high quality and is a good representation of the best work I could do at the time. I think my skills have improved over this project, but I always out in a strong effort.
3. I focused a lot on trying to keep myself and the team within a reasonable scope. I was not always successful in this endeavor, but I did improve at this over the course of the project.

## What went poorly?

1. I did not plan from the beginning for a tutorial for our game. As the designer I should have done so, but I did not. I believe this lack of foresight about teaching players shows in our game.
2. I struggled to find the niche where I would fit as a developer on this team. I tried to err on the side of letting the team have more creative control than less. I think this worked for us because we have small, friendly team, but I don’t think such a laissez-faire attitude would work as well on larger teams or in the future.
3. Early on in the project I tried to do too many things and started dabbling in other people’s disciplines and work. I think this was a bad practice and not something that I should have done. I did let people do their work and stop pushing so much into other peoples work, but I should not have done so at all.

## What did I learn?

1. Scoping well is very difficult. Scoping also requires a lot of experience that I just don’t have yet. What I’ve gathered from this project though, is that even if you do scope down, you need to scope down even more. Plan on things going wrong. I personally got concussed and very sick multiple times and didn’t initially plan for these possibilities. I couldn’t have predicted these things happening, but I should have planned my scheduling to, at the very least, have some leeway for bad situations occurring.
2. Tutorials are difficult to do well. Teaching players is far harder than I ever expected it to be. I relied too much on my own knowledge of the game rather than thinking about what players with no knowledge would think. Putting myself in the player’s shoes is a skill I need to improve.
3. Finding the right balance between controlling the direction of the project and letting people have creative freedom is something I need more experience at if I want to be a game designer in the future. I’m not there yet, but a more relaxed attitude worked on this project and I believe that is due to the team being very small and always in the same room. On a larger team I think I would need to rely on documentation more and have a slightly tighter control on direction.