

Prof. Steinhoff

Postmortem Template

1. Set Tone / Explain Format (5 Min) – *It's where you remind the group that this post-mortem is all about constructive analysis. It's your chance to guide the mindset of the group and hopefully get them to relax and feel safe enough for a truly productive session. The goal is to find practical solutions for human problems.*
2. Recap The Project (2 Min) –
 - a. Goal: **WRITE OUT GOAL HERE**
 - b. Production time period:
3. Recap The Outcome (3 Min) –
 - a. **[WHAT WAS THE OUTCOME OF YOUR PROJECT?]**
4. Team Member Questions (40 Min) –
 - a. Are you proud of our finished deliverables? If yes, what made them great? If not, what was wrong or missing?
 - i. *We are happy. We have 20 minutes of gameplay. It is mostly cohesive and fun to play. It's one of the first studio games where we felt like we had a finished product at the end. The programmer documentation could have been better, it was pushed to the side. The only thing is that our programmers communicated so well with each other that even without stellar documentation we were able to succeed.*
 - b. Did we get the results we wanted?
 - i. *In general, we are happy with what we have. We do wish there was more of a horror element within the game and aesthetic. We started off with the idea of a balance of cute and horror but ended up leaning more towards silly and cute and maybe a little creepy. Since our game is not narrative driven it was harder to get that horror/scary feel. We could have expanded the core game loop. Specifically having more things to do in the care section before you go back to the competition.*
 - c. Which of our methods or processes worked particularly well?
 - i. *Daily check-in was very helpful for everyone besides Yaro (his work style makes it harder). It helped the team log their hours. It*

also allowed for more understanding between the majors about what everyone was working on. It also held us accountable. The idea of the feedback fridge was really good. It gave us a space solely for feedback and a place to show off what we had been working on. Allowed for quicker communication if something needed to be changed or tweaked.

- d. Which of our methods or processes were difficult or frustrating to use?
 - i. *Sometimes the check-in/check-out felt a bit overkill for people to use, especially if they knew they were only working for 10 minutes or so. More time should have been spent in the backlog (backlog grooming, creating user stories, etc). Jira was hard for some people. Utilizing Yaros documents more.*
- e. Did having (or not having!) a set work schedule help? [or work sessions, meetings, etc.]
 - i. *We wish our meetings were more spread out throughout the week. We had a meeting on Fridays after class and then one on Saturdays. It could have been nice to have a couple days in between those two meetings to have more time to get work done after our sprint planning on friday.*
- f. How did the team do with documentation? Was it delivered in a timely enough manner? Which documentation felt crucial, and which felt unnecessary?
 - i. Return to your preliminary risk assessment: did you successfully anticipate all the risks that you came across? Would you do the risk assessment process differently next time?
 - 1. *Overall we properly assessed our risks. The only issue was aspect ratio and resolution was a risk that was not properly assessed. We did not really foresee that being an issue. The risk assessment could have been a bit more in depth.*
 - ii. *The team did a good job communicating with each other on what work we were doing and how we were going to put it in the game, but it might have been better to also have it in writing (ex. do the programmer documentation about how to implement features before implementation, not after). Besides the early*

documentation, the rest of it felt repetitive and unnecessary. All of the documentation got done but it was often not a top priority for the team. There is an overall wish that documentation was done earlier (sound specifically) it could have made some things easier. There was hardly an iteration on most documentation (ex. Programmer document jumping from like sprint 1 to sprint 11)

- g. What else could we do better next time?
 - i. *Something to keep in mind for next time would be to get on track to testing earlier during our process and to bring our work to testing more often. Additionally, we could have spent more time bug testing our game during meetings or on our own time. We could have used/referenced documentation more frequently as a number of issues might've been resolved by looking at documentation. Clearly defining designer roles earlier on. This could have helped in the beginning when our designers were feeling lost and disconnected. Finding the fun is a struggle because fun is subjective. Next time we could ask testers if they want to test our game again if they like. This can help find the fun in the games that are more niche (aka My Pet Flesh Monster).*
- h. What was the most gratifying or professionally satisfying part of the project? **EVERYONE MUST ANSWER.**
 - i. **Maya:** I am proud that we pulled it off. That the team is happy with the product we have created. That they all got along and there weren't any serious team dynamic problems. I mean that's all I can ask TBH.
 - ii. **Max:** Despite not seeing use in the final project, I was quite proud with the rigging work that I had put into Dot (cat) and Billy (goat). Though that is topped as seeing my little creature Brock (Obelisk) do so well in the final product and seeing them be so popular.
 - iii. **Tommy:**
 - iv. **Scarlette:** i am proud of how the shaders look and how the lowpoly style was pulled off and looked intentionally shitty instead of just plain Bad.

- v. **Cole:** I was most proud of the final product but also the progress tree systems!
- vi. **JP:** I think the most gratifying part of this was the reassurance the team gave me about the work I did, and also just how smoothly the stuff I did in the engine was able to be added into the game by the programmers.
- vii. **Ellis:** I'm super happy with how the music turned out and I'm glad I got to learn more about sound effects and implementing sound in engine.
- viii. **Autumn:** It wasn't related to programming but making all the plushies was really fun and good for my mental health during finals. It was also nice when people had to edit my code and said it was well written / easy to understand and alter 😎.

i. COMPLIMENT TIME!

i. Everyone must give at least one compliment

1. **Maya:** Ellis did a great job stepping up and doing sound. Some of them are so disturbing in the best way that I can't even listen to them (the squelching). Autumn is just amazing tbh. I love the obearlinks, I love how hard she works. I just love her. Despite his crazy sleep schedule, Tommy always comes through with the work he does. JP was an awesome product owner. He stepped up and gave really good insight and ideas for our game. Also love the trailer. I will never not appreciate Yaro. Him being on the team allowed me to focus more on the team and less on the other producer things I would have to do like business. Max was super helpful. The portraits he created were amazing I loved both variations of them. He was great at just going with the flow and getting the work done he needed to even when he was blocked. Cole did a great job with the skill tree. He worked really hard getting that implemented and up and running. Throughout the semester I feel like he became more confident in his ideas and role on the team.

Scarlette has honestly been my righthand man the whole project. Literally so much love

2. **Max:** Maya was an amazing producer who did a great job organizing us and making sure we were on top of things (work, time logging, status, ect). Tommy was an absolute machine of a programmer, who was always on top of things to the point that when you ask about something there was a good chance they would reply with “already done.”.

Scarlette was a huge help with the art workload during our game, their creature concepts really pulled through in the final project, and they always came to meetings with fresh ideas on what we could implement. Cole was quite helpful with feedback on portions of our game, not to mention their work on documentation and the skill tree is appreciated. JP was very helpful with our project. Their documentation, minigame work, along with the feedback they would give were a huge help with creating the final product of our game. Ellis played a big role with our game project, taking it upon themselves to go into the sound design and music of our game, which really helped to bring it together. Autumn was on point with the programming and their work on the game show, not to mention how much of a team player they were with creating the Obearlisk plush and the mini-lisk plushies. Yaro was a big help with our product, they did well to help us create product persona, as well as help us understand the audience we want to cater to. Not to mention their work to add our game to itch and their push to add it to steam.

3. **Tommy:** Maya is an absolute goat, keeping us in check, constant sprint recaps and action items. She brought a level-head and voice of reason constantly throughout the project. Max fit right into the project and artstyle we went with perfectly, anything we needed he would be ready and



willing to pick up and knock out. Scarlett works super well with my workstyle, every time I've worked with her its been the best. Autumn was the best other programmer I think I could have had to be my first other programmer coworker in studio. Absolute amazing mindset, personality, and so very patient with me + PLUSHIES. JP took the role of product owner and flew, ready and willing to go in engine and pump shit out. Ellis was an amazing sound designer, went in engine without any issue and completely locked in sound. The sounds were amazing and the ability to implement it all themselves made life amazing. + they had some fucking sick outfits. Cole was such a good force at picking up what the team needed, progress tree, heart currency, tdds, vdds early on. Absolute workforce. Yaro my beloved, amazing personality, worked hand in hand with the team, and really felt like he wanted the game to succeed.

4. **Scarlette:** Maya is an excellent producer and she managed to keep us on track ALL the time. I heart the gavel. Max always stayed on top of what was asked, and provided fresh and interesting perspectives. Yay. Tommy i want you. Autumn provided quick and efficient work and this glowing energy to the team that lit up the room. Expert bug fixer and was always super diligent about taking Care of Business. JP cooked consistently as product owner and provided a strong framework to work off of. I wish we had assigned this role sooner, because after JP took over as PO we got our shit together. Ellis dove bravely into the sound dungeon and cooked in the kitchen!!! Constantly iterating and always listening to feedback, Ellis also has such cute outfits lfg. Cole worked tirelessly to get our systems implemented and provided good feedback and perspective. Luvpoint system

my beloved. Yaro is professional and transparent and provides good structure to the team.

5. **Cole:** Tommy was very good at dealing with things I inadvertently threw at him so props to him for that!
6. **JP:** Ellis stepped up in a big way to do sound when we didn't have a sound designer (they killed it), Cole was really good at going with the flow and thinking critically about what was needed in the game (especially when something they made ended up needing to be cut), Autumn did an awesome job fixing up and improving my code and setting up an environment that was really easy to tweak for balance, I really liked how receptive Max was to feedback I remember a time where he sent me stuff and was super quick about turning it around with whatever feedback I gave him. Yaro did excellent work, and was a great sport about becoming the object of many edits and things made including the implementation of him into the game.
7. **Ellis:** Every member of the team contributed well! A couple special shout outs: Maya was great with keeping the team on target during meetings and ensuring shit got done. I really appreciate Autumn for how they set up the code. It wasn't too difficult for me to add my sound stuff too and they also specifically gave me some tips on where might be good to put things.
8. **Autumn:** Tommy did a great job keeping the repository organized and getting everything in. He was a really dedicated member of the team. Max and Scarlette seemed to do a good job working together and making sure that all the art we needed was covered. I like how energetic Scarlette was during the meetings. Maya did a great job keeping the team focused and on track. She also kept track of everything we needed to do and made time to talk to Dana when the team needed clarification. Ellis did a great job switching their focus to sound and getting it all in. Cole

seemed very passionate about whatever he was working on and he put in a lot of work. I liked the skill tree system, it was easy to alter the parts I needed to when I was connecting the trick unlock feature and I liked that he took the initiative to have a meeting about how those would work together so we'd be on the same page. JP was very willing to work with the needs of the team (making minigames, balancing, becoming product owner). I liked how attentive to detail Max was, and how he was always trying to improve his work. I thought the early pet portraits were great, but I also liked the later edits that used real textures. Yaro was great during presentations and he also managed being on multiple teams well.

ii. Everyone must receive at least one compliment

1. Maya:

- a. Maya was great with keeping the team on target during meetings and ensuring shit got done.
- b. Maya did a great job keeping the team focused and on track. She also kept track of everything we needed to do and made time to talk to Dana when the team needed clarification.
- c. Maya is an excellent producer and she managed to keep us on track ALL the time. I heart the gavel.
- d. Maya was an amazing producer who did a great job organizing us and making sure we were on top of things (work, time logging, status, ect).
- e. Maya is an absolute goat, keeping us in check, constant sprint recaps and action items. She brought a level-head and voice of reason constantly throughout the project.

2. Max:

- a. Max and Scarlett seemed to do a good job working together and making sure that all the art we needed was covered.

- b. I really liked how receptive Max was to feedback, I remember a time where he sent me stuff and was super quick about turning it around with whatever feedback I gave him.
- c. Max always stayed on top of what was asked, and provided fresh and interesting perspectives. Yay.
- d. Max was super helpful. The portraits he created were amazing I loved both variations of them. He was great at just going with the flow and getting the work done he needed to even when he was blocked.
- e. I liked how attentive to detail Max was, and how he was always trying to improve his work. I thought the early pet portraits were great, but I also liked the later edits that used real textures.
- f. Max fit right into the project and artstyle we went with perfectly, anything we needed he would be ready and willing to pick up and knock out.

3. Tommy:

- a. Cole said that Tommy was very good at dealing with things I inadvertently threw at him so props to him for that!
- b. Tommy did a great job keeping the repository organized and getting everything in. He was a really dedicated member of the team.



- c. Tommy i want you.
- d. Despite his crazy sleep schedule, Tommy always comes through with the work he does.
- e. Tommy was an absolute machine of a programmer, who was always on top of things to the point that when you ask about something there was a good chance they would reply with “already done.”

4. Scarlett:

- a. Max and Scarlett seemed to do a good job working together and making sure that all the art we needed was covered.
- b. I like how energetic Scarlett was during the meetings.
- c. Scarlett has honestly been my righthand man the whole project. Literally so much love
- d. Scarlett was a huge help with the art workload during our game, their creature concepts really pulled through in the final project, and they always came to meetings with fresh ideas on what we could implement.
- e. I liked the splash art and how Scarlett printed it out as a poster on Arcade Night. She also did great reading our elevator pitch.
- f. Scarlett works super well with my workstyle, every



time I've worked with her its been the best.

5. Cole:

- a. Cole was really good at going with the flow and thinking critically about what was needed in the game (especially when something they made ended up needing to be cut)
- b. Cole worked tirelessly to get our systems implemented and provided good feedback and perspective. Luvpoint system my beloved.
- c. Cole seemed very passionate about whatever he was working on and he put in a lot of work. I liked the skill tree system, it was easy to alter the parts I needed to when I was connecting the trick unlock feature and I liked that he took the initiative to have a meeting about how those would work together so we'd be on the same page.

- d. Cole did a great job with the skill tree. He worked really hard getting that implemented and up and running. Throughout the semester I feel like he became more confident in his ideas and role on the team.
- e. Cole was quite helpful with feedback on portions of our game, not to mention their work on documentation and the skill tree is appreciated.
- f. Cole was such a good force at picking up what the team needed, progress tree, heart currency, tdds, vdds early on.

6. JP:

- a. JP cooked consistently as product owner and provided a strong framework to work off of. I wish we had assigned this role sooner, because after JP took over as PO we got our shit together.
- b. JP was very willing to work with the needs of the team (making minigames, balancing, becoming product owner). He was also usually very quick to give feedback to the rest of the team when they asked. Also the small edits I had to make to the minigame code were very easy to add, even though JP isn't a programmer his code was easy to follow.
- c. JP was an awesome product owner. He stepped up and gave really good insight and ideas for our game. Also love the trailer.
- d. JP was very helpful with our project. Their documentation, minigame work, along with the feedback they would give were a huge help with creating the final product of our game
- e. The trailers were always epic, especially the ones with the fancy transitions that made our game look epic and exciting

- f. JP took the role of product owner and flew, ready and willing to go in engine and pump shit out.

7. Ellis:

- a. Ellis stepped up in a big way to do sound when we didn't have a sound designer (they killed it).
- b. Ellis did a great job switching their focus to sound and getting it all in.
- c. Ellis dove bravely into the sound dungeon and cooked in the kitchen!!! Constantly iterating and always listening to feedback, Ellis also has such cute outfits lfg.
- d. Ellis did a great job stepping up and doing sound. Some of them are so disturbing in the best way that I can't even listen to them (the squelching).
- e. Ellis played a big role with our game project, taking it upon themselves to go into the sound design and music of our game, which really helped to bring it together.
- f. Ellis was an amazing sound designer, went in engine without any issue and completely locked in sound. The sounds were amazing and the ability to implement it all themselves made life amazing. + they had some fucking sick outfits.

8. Autumn:

- a. Autumn did an awesome job fixing up and improving my code and setting up an environment that was really easy to tweak for balance.
- b. I really appreciate Autumn for how they set up the code. It wasn't too difficult for me to add my sound stuff too and they also specifically gave me some tips on where might be good to put things.
- c. Autumn provided quick and efficient work and this glowing energy to the team that lit up the room.

Expert bug fixer and was always super diligent about taking Care of Business.

- d. Autumn is just amazing tbh. I love the obearlisks, I love how hard she works. I just love her.
- e. Autumn was on point with the programming and their work on the game show, not to mention how much of a team player they were with creating the Obearlisk plush and the mini-lisk plushies.
- f. Autumn was the best other programmer I think I could have had to be my first other programmer coworker in studio. Absolute amazing mindset, personality, and so very patient with me + PLUSHIES.

9. Yaro:

- a. Yaro did excellent work, and was a great sport about becoming the object of many edits and things made including the implementation of him into the game.
- b. Yaro is professional and transparent and provides good structure to the team.
- c. I will never not appreciate Yaro. Him being on the team allowed me to focus more on the team and less on the other producer things I would have to do like business.
- d. Yaro was great during presentations and he also managed being on multiple teams well.
- e. Yaro was a big help with our product, they did well to help us create product persona, as well as help us understand the audience we want to cater to. Not to mention their work to add our game to itch and their push to add it to steam.
- f. Yaro my beloved, amazing personality, worked hand in hand with the team, and really felt like he wanted the game to succeed.

Note: [Blameless postmortem](#): “In a blameless postmortem, it’s assumed that every team and employee acted with the best intentions based on the information they had at the time. Instead of identifying—and punishing—whoever screwed up, blameless postmortems focus on improving performance moving forward.”