Disclaimer: This post-mortem was originally written on 3/27/2007. I have revised it so it is easier for a more general audience to understand. It was my opinion of the project as a whole and is not meant to harm/criticize; Brown College, Torque Game Engine, or GarageGames. I have learned much from this project and consider it to be a great learning experience. I, in fact, still use Torque today and am amazed on a regular basis of its game building ability.

High School Drag Post-Mortem

Summary

In the beginning, our new game project class seemed like an exciting new chapter in our time at Brown College. We were all excited that we finally got to make our own game the way the professionals would make one. We decided to be smart and interweave some of our other projects into this game. We all knew each other and what we were capable of doing. Once we decided on a game idea, we were off to build a game upon that one idea.

What Went Right

The one thing that I thought benefited our team the most was having a game design document. The design document forced the team to get ideas down on paper. Otherwise ideas would have been forgotten or changed. This also helped to eliminate a lot of confusion along teammates. If someone was absent, they could look at the design document changes and be up-to-date. Looking at other Post-Mortems, I found that some game designers had not had a game design document. Some managed to make a successful game, but most of them stated a design document would have helped greatly. A game design document seemed like the best way to go for this project.

The team had a close bond of being in classes together for a two year span. Another student outside of our close group entered our class. We easily accepted that student as another member part of our close group. We easily retained the closeness because our new team member had gone through the same program that we had gone through. The tasks for the game were easily divided up among all the team members. Each team member had a general idea of what part of the game that they wanted to work on. Some tasks were beyond the whole team's knowledge, but that did not stop some team members from setting higher goals. Without the close relationship of the team, the project would have been chaos.

What Went Wrong

Unfortunately, once the tasks were assigned, our new team member left the project. The team picked up the slack and continued on with the project, but the damage would still remain. Further into the project we started to run into lots of problems with time management. The schedule was realistic in the fact that we knew what needed to be done, but not in the time it took to complete.

The closeness of the team turned out to one of its greatest failures. The team allowed uncompleted tasks to slide pass due dates. Team members did not want to hurt each others feelings and accepted excuses. This caused long crunch times to get unfinished tasks completed to meet deadlines.

Our team also lacked an instructor with knowledge to help us in our quest to implement certain features in our game. The team had other instructors who would have liked to have helped, but were tied up in teaching and everyday life.

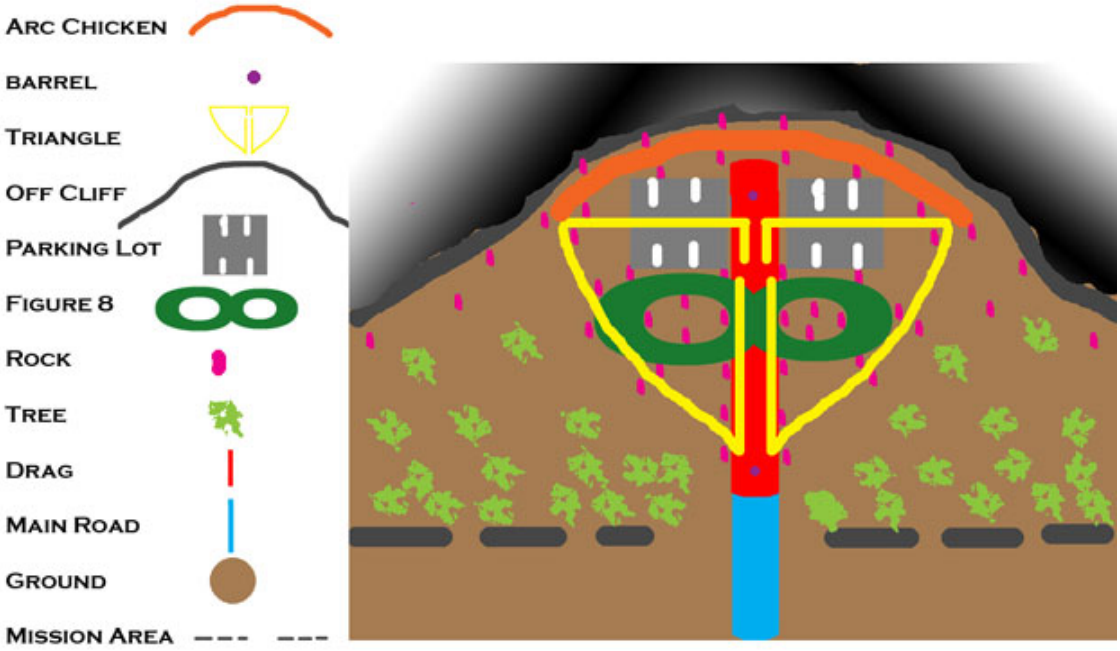
Picking a drag racing game for our game idea would later turn out to be another major mistake. Our team decided against putting multiplayer in since we had not had a multiplayer class. No multiplayer meant that the other vehicles would have to have artificial intelligence. This caused a major halt in the game building. We had had a class on A.I., but nothing of programming a car driving around a race track and interacting with a player. This forced design decisions to change based on the needs of the A.I. For example, obstacles were placed to keep the A.I. on its correct path. The team would later find out that there were limited resources on what we were trying to do with driving A.I. We then realized that we actually knew very little about making a game with the Torque Game Engine.

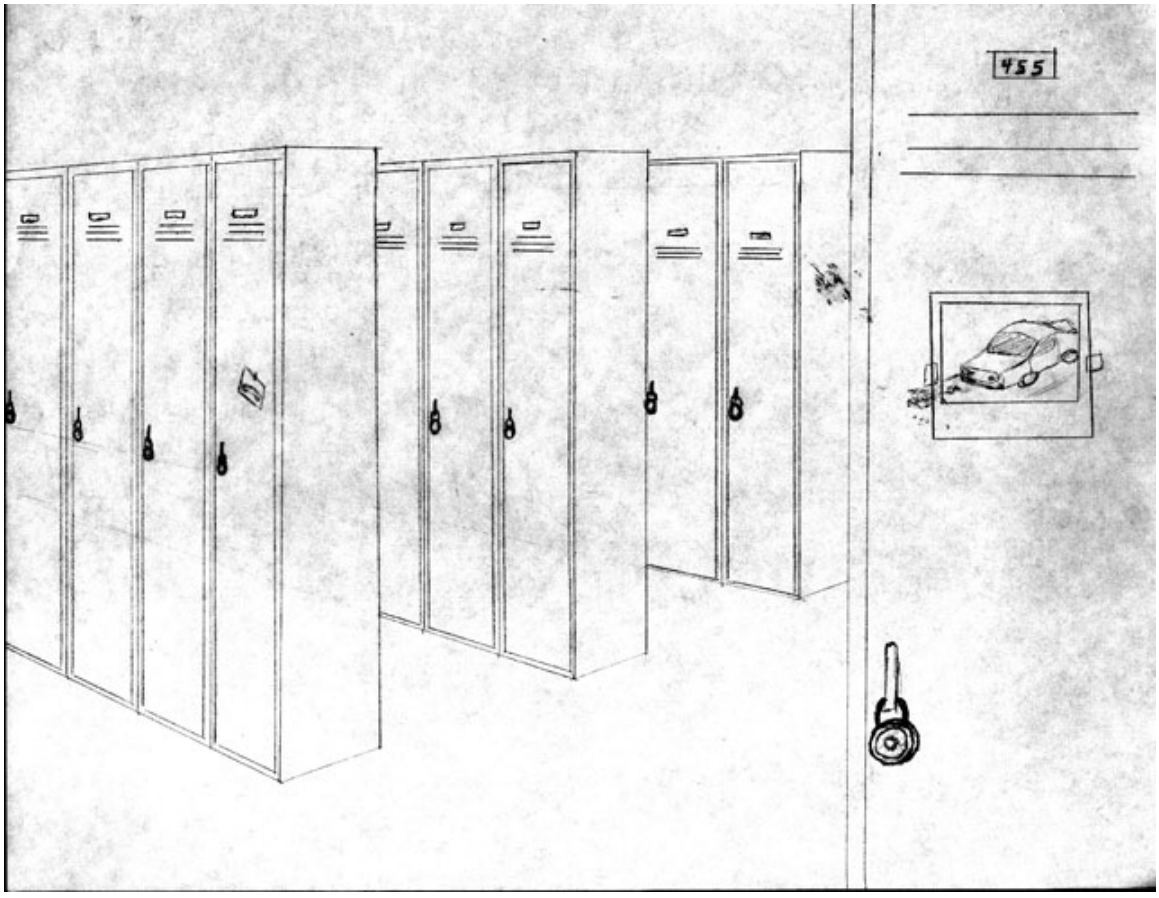
Conclusion

Upon realizing the lack of knowledge we needed to build a drag racing game, we began to understand what developers go through when they start making a game on an unknown game engine. The team also learned that there was not always going to be someone there to hold our hand through every step of making a game.

Britt Scott
11/27/2008
Email: stacalkas_nomen@hotmail.com

Pictures are located on the next few pages.


ARC CHICKEN
BARREL
TRIANGLE
OFF CLIFF
PARKING LOT
FIGURE 8
ROCK
TREE
DRAG
MAIN ROAD
GROUND
MISSION AREA


455


High school Drag

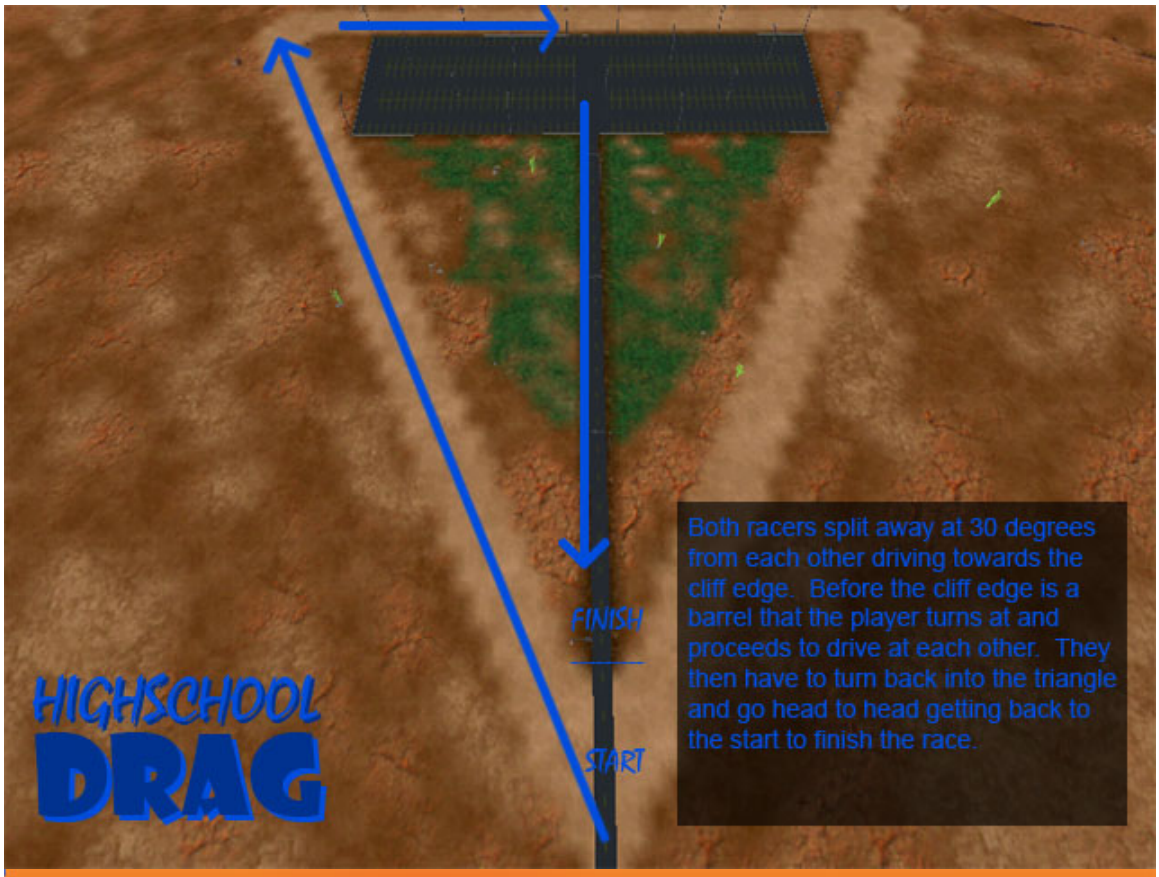

HIGHSCHOOL
DRAG
NEW GAME
OPTIONS
CREDITS
EXIT

High School Drag Credits

DOUG JAKE BRITT TED

SPECIAL THANKS TO:

MICHEAL GARAGEGAMES PETER


HIGHSCHOOL
DRAG
FINISH
START
Both racers split away at 30 degrees from each other driving towards the cliff edge. Before the cliff edge is a barrel that the player turns at and proceeds to drive at each other. They then have to turn back into the triangle and go head to head getting back to the start to finish the race.


DEAD END