

# BUNKER BOUND

*Postmortem*

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## **What we achieved**

The result is very satisfactory. We believe that we have achieved an entertaining game to play and with the development of which we have been able to put some of our skills to the test.

- We developed an expandable system which would allow us to expand the game in a fast and easy way.
- We managed to work as a team and coordinate since the beginning.
- We created a unique experience and we were able to turn it into a game.

## **What went wrong**

- The initial scope was too ambitious.
- We spent a lot of time creating a base system and when some parts of the system were modified a lot of bugs appeared. So it'd be best not to touch the base system once the game is being built.
- Due to poor time and scope management we ended up rushing animations and then having to completely re-do them which was a huge waste of time that we could have avoided.
- We used a website to make our spritesheets which we later discovered was not ordering them correctly and causing problems.

## **What went right**

- We have been able of handling the timeline making the necessary adjustments to the game in order to have all the main elements in the gold version.
- Thanks to the system we built at the start, we were able to solve most bugs within few minutes.
- We created assets that could be used multiple times across the game without it looking always the same adding variety and saving time and work.
- Through playtesting we have been able to balance the game and we have made sure it was understandable with very simple instructions.

## **What can we learn?**

Making scalable scopes is a good way of designing the game. It allowed us of being able of having multiple objectives that really doesn't matter if we could or could not achieve all of them.

Sometimes faster development is the best. Taking a lot of time for each feature will end up in a less complete game and in the major number of occasion this extra effort (usually in polishment) will not be noticeable.