Postmortem

What went right?

The things that went right was the idea went smooth and creating the rules was well done. We all knew what tasks needed to get done and we stayed in contact with each other well. The other things that went well was the artwork, it made since with each card created. We met up each week and talked things through if there was issues or updates. We got feedback on are ideas and a fast manner and adjusted things quickly. No one argued with each other to get things done. I think the reason we all worked well together was because we worked on the game jam together and we all meshed well together and came up with creative ideas to solve the tasks needed. I would like to work with them again for the next project.

What went wrong?

At first, we didn’t have much wrong the biggest problems we had was printing the cards correctly. Having to create the cards and redo them was annoying. Another thing that went wrong was the dice creation with the 3d printer. It would make the dice well but one side always looked bad and had to do a lot of work so you can see the numbers. I messed up on some spelling and had to do a few reprints on the cards and manual. I made the mistake by printing the cards and the book without having my team check them first to fix my mistakes it wasn’t a big issue, but I was annoyed by myself for having printing issues.

What did I learn about creating a board game?

I learned a lot creating this and working with a team. It was fun seeing how to distribute tasks for everyone and when they should be done by. I created a lot in this game and was having a blast making something that has potential to go big. There was some hiccups with printing things which for next time I will make sure it is correct the first time and having someone read what I do if I create the rulebook again and what words go on the cards. I would pre plane things on paper and ask my team for some ideas on how to get my tasks done if I got stuck so I don’t waste my time. It was fun learning that when people playtest your game you get ideas from people to make things better or could adjust that you may not be able to find on your own. I would like to improve on my art more and help the artists with some work. I also learned that my design skills where pretty good and coming up with a concept for a game was a lot of fun to do.