

Kyle Biery

Prof. Roy Papp

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Over the course of the past month, our team has encountered a multitude of issues and positive experiences that have changed my outlook on the game development process. In its initial stages, Elixir Blitz has primarily stayed true to the original layout of the prototype, instead seeking to refine the prototype and polish.

The first of three major benefits that have been apparent are the experiences gained from using cloud-based development technologies that would allow for work done in parallel. However, this comes with its own unique risks in the form of the Version control and overlap if team members are working on the same level at the same time. Despite this, it has allowed us to learn more of communication and its importance to the overall workflow, as there were some incidents that required course corrections as the Diversion software is prone to issues even when the team sticks to a schedule.

The second benefit gained was the discovery process in remote work on a personal level. Due to construction along the main internet line in my area, connection was lost in the area and I was forced to investigate options for maintaining work on the project at a significantly reduced rate both in class and on capstone work. Several options have arisen ranging from popular

internet café options such as Starbucks or Panera Bread to less considered options such as the local library, where alongside the in-house wi-fi and study rooms are rentable mobile Wi-Fi Spots that operate off of their own cell plans. I was unable to test the latter option due to the need for requesting the device in advance.

The final benefit found in the month was ability to direct the flow of work. At the start of the month, the majority of the team did not initially consider many different options for the direction of the task. I started by making suggestions on Task generation and where that would lead the project to. By the end of the second week, I was suggesting tasks more frequently and having the team work on those.

Despite these beneficial experiences, there were just as many if not more negative issues.

On a personal level, I failed to meet the ten-hour commitment each week. This was primarily due to my focus on the Capstone program as I was working a full-time job at the same time that left very little room for work on both the capstone and classwork as well as the general weekly chores that I do to maintain my health and wellbeing.

The first major issue that the team encountered was the staffing issue. Due to the loss of Prof. Manns last month, we were dealing with a double sized class for Month 9. This had the result of a group of students who had already gone through Asset Management providing more advanced management techniques. The short explanation here is that we became complacent and overly reliant on these advanced students. When they departed at the start of this month, I feel that the loss of this leadership led us to be caught off guard and scrambling to reassess our trajectory. The first week alone was spent on reviewing content that the M10 students had left behind in order to discern how their layouts and mechanics worked.

Secondly, we had a distinct lack of communications from certain members of the team. Due to either familial reasons or work-related issues, communications, meetings especially, were neglected and not followed up on. Feedback gained from classwork was routinely ignored or underappreciated and acted on.

Bouncing off of that last point there is the third issue: a lack of attention to detail or outright neglect of certain parts of the project. When updating sections of PowerPoint reports or Excel Sheet Worklogs, there have been a few team members who have neglected to update their portions of both with entire sections left blank despite reminders being sent out to the team to check individual slides and tasks.

Both latter two points resulted in points of confusion about task and work completion. Assets that were promised in previous weeks were not delivered or were added to the wrong locations, making it so that important pieces such as the outer tree and achievement system were not in the second to last build.

Now as for reflections, the first thing that could be addressed in future projects is the remote work aspect. While going through the options for connecting to Revision Control the days that I was without internet, I have begun looking into options for an alternative internet option besides my phone hotspot. My neighborhood has poor reception, meaning that I would have to look into different carriers to see if any towers from different carriers have better coverage.

The next reflection would have to be on the loss of such a large number of teammates that had been a driving force for the group. Going forward, a potential remedy to such a significant loss of staffing might be addressed by having the team work together in more intertwined pairs.

An example would have to be the cauldron system in the shop. At the end of Month 9, we had Vittesh (M9) and Alan (M10) already working together on the project, but they also had a third member responsible for the UI elements. Vittesh has carried out his role well while other areas that have had a lack of cooperation have suffered such as the shop layout itself. Not much has admittedly changed since I finished the layout in the initial prototyping stage aside from some minor cosmetic changes. Had I been working more thoroughly with the others, I might have been able to accomplish more in the little time that I was able to afford. Going forward, a requirement for another similarly combined class might be that pairings be established with more emphasis put on the duo's task assignment and overlap so that if one is unable to work, the other is able to know where the project is headed.

My final reflection would have to address both the lack of communications and detail issues as they are intertwined. More care and attention to detail was necessary when reviewing the final material for presentations. An earlier code freeze might have assisted with this as it would allow team members to be messaged and their work reviewed. Two of the repeat offenders did not respond to communications often, if at all on certain points until well after a 12-hour period. Either the cutoff time would need to be adjusted or the stakeholder would have to be updated on the resources inability to deliver to maintain expectation levels from the product.