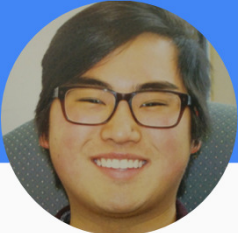# Meta Games

Putting the meta into games.

The team

Robert Griswold

Creative Lead

Samuel Williams

Lead Programmer

Brent Eaves

Lead Producer

Our Process

- Consistently meet twice a week (often on Wednesdays)

- Generally work in one week sprints

- Relied mostly on Slack for communication

- Work was generally completed individually

Tools Used

- GitHub

- Slack

- Unity

- Visual Studio / MonoDevelop

Tools Used Cont.

- Harvest

- Google Calendar

- One Drive

Seattle Towers

Things we would like to have improved

- More focus on teaching the player how to play the game

- More time to refine systems implemented in the game (pathing)

- Moveable camera

- Saving

What worked vs. what did not work?

The Good

- We learned how to use important tools for source control and team communication.

- We learned how to work in an agile environment, participate in sprints, and create deliverables within specific deadlines.

The Bad

- Team formation was performed haphazardly: Merely getting members was difficult.

- The complexity of the project did not match the man-hours the team could commit.

What would we have done different?

- Standup meetings to show off individual work

- Try to pair program as much as possible to keep the team on the same page

- Code reviews

What have we learned?

- Use source control: learn how to both handle and avoid conflicts

- Save often

- Evaluate team performance early and often

- Capitalize on teammate strengths and mitigate their weaknesses

Questions?