

WAR FOR QUINTESSENCE





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1. What was the biggest technical difficulty during the project?

- Networking is more complex than we thought
- Animation Import / Export



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2. What would you do differently in your next game project?

- Agree on interfaces right at the beginning
- More global view on project
- More thought on the pipeline
- Start early (even before the semester)



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3. What was your greatest success during the project?

- Seeing it all coming together
- Seeing the project evolve



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4. Are you happy with the final result of your project?

- Never
- Not yet
- Define Happiness?! :)



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5. Do you consider the project a success?

- Nice experience
- We still cannot tell
- Others should judge our project



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6. To what extent did you meet your project plan and milestones (not at all, partly, mostly, always)?

- Did not stick closely to our original plan



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7. What improvements would you suggest for the course organization? (perhaps in D1 evaluation)?

- More lectures at beginning
- More free time to work on the project in the end
- Bigger groups
- Group dedicated lectures
- Two semester course
- Maybe focus on PC
- Give an overview about software to create media-content. (Modeling, 2D-Art, Audio...)



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8. Did you like the XNA framework?

- Best thing Microsoft ever did :)
- Licensing (Microsoft-Live) problematic