

# The Deadliest War

## Post Mortem

The Deadliest War was the first client project I worked on. I joined the team as the lead designer and the first three months I was teaching my designer the engine and how the production pipeline. This included everything from white boxing the level to importing and placing the assets in a 2D space. Through the first three months of the project, I was able to learn Axosoft better, in order to keep up with the tasking tickets and hours everyone was working. A problem was having enough work for the designers since we were waiting on art to get finished in order for it to be placed in the level. We also changed the main layout of the game midway through and it had to be redone to be a flat terrain with basic platforming. In the last three months of production, we switched to a 3D space and we gained five or six new members, which doubled our team. This was a new learning experience, being a lead, because we had to maintain everyone, make sure everyone knew what tasks they had, maintaining Axosoft, and bringing the new team members up to date with where the project stood. One of the aspects that helped the team understand what we were creating was the film “When Elephants Fight.” The client we were working with wanted to team to watch it because it depicted what was happening in the Congo and how terrible the conditions are. This was good for the team because it brought meaning to the project that some of the members did necessarily have. After watching it, production seemed to kick up and we were getting art assets done, programming was being completed, and the levels were coming to life. However, at the end, there was a hiccup in which the animations weren’t working. Something always goes wrong in the end and we just learned to push through it and get a working build that we’re proud of.