

Legend:

- <text in angle brackets> - This is a placeholder that should be replaced with the contents described by the text
- GREEN - Indicates a good place for an image
- BLUE - Indicates a good place for a link
- *[italic text in brackets]* - This is instructional text for ideas on how to complete the section

Notes:

- It's always good to provide links to things within your write-up (twitter accounts, reference sites, Tool download/info pages, etc.)
- Additional images are great, just make sure there's enough content for each image you provide

<Game Title> Post Mortem - <Game Jam>

<Header Image Here>

The Game

Introduce your Game, and provide a link to the jam entry page, download link, or web playable link.

<<http://yourgame.com/gamepage>>

<Describe the Game in a short paragraph>

<Game Screenshot Here>

Background

[List the team]

<Team Member 1 - Artist >

<Team Member 2 - Programming >

<Team Member 3 - Programming and Sound >

<Describe the team's background. Example information: how it formed, what skills each brought or were looking to expand>

Tooling

<Describe the tools and technologies used for the game. Example information: programming language(s), IDE's, Illustration tools, Sound manipulation tools, Why the tools were chosen>

Location

<Provide a short description of where and how the team collaborated.>

<Insert picture of Location/Team Working if available>

Brainstorming

<Describe the brainstorming session. Challenges, interesting ideas that didn't make it, terrible ideas, funny ideas, etc.>

<If available, insert a list of Game Idea options

Idea 1

Idea 2

Idea...

Idea N>

<Describe how your team decided upon the idea you built and why>

<Insert Picture of Brainstorming notes/Sketches>

Process

<Describe your team's development process as a list of steps>

<Discuss how the planned process and the actual process might have differed>

What Went Well

<Discuss your favorite part of the resulting Game, and why you think it turned out well>

<Insert Supporting Screenshot>

<Describe the next best part of the experience, and why you think it went well>

<Insert Supporting Screenshot if desired>

[Repeat above, but keep it to top 3 or 4]

What Didn't Go Well

<Describe the biggest struggle the team encountered while building the game, and describe what went wrong, and how you might improve next time>

[Repeat for the top 3 or 4 items that didn't go as well as you'd hoped]

What's Next

<Describe what the next steps for the game are (and if none, discuss what other projects are in work)>

Team Thoughts

<Insert quotes from each team member reflecting on the game and the whole process>