Bloobo Engineering Post Mortem
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The development process of Bloobo was generally a success. From the start, we scoped the project well to ensure that, to the greatest extent possible, all features and content that we initially set out to implement were done within our allotted timeframe. In this we were quite successful; our major deadlines were all met and we only had to cut or scope down a few minor features along the way. We were also able to keep the number of bugs in the game at any given time low, which helped our iOS App Store approval process go smoothly. Though the year-long development process was relatively smooth, it did have its problems.

Although our primary goal was to release Bloobo on iOS, we had also wanted to release the game on Android. This goal had to be abandoned before the game reached Beta, as it became clear that building, debugging, and testing a build for the wide variety of Android devices available was unrealistic for our team to achieve within our year-long development timeline.

Another problem arose from the loss of some team members about a month before Alpha. As Bloobo was an educational project, our team changed somewhat between semesters, which included the loss of a few engineers. Unfortunately, I, as lead engineer, had not taken the time to check over and learn as much of the other engineers' code as I should have. This caused some delays later in development when we had to extend their code without them present. It did not impact the process too gravely, but did drain some of our vital development time.

Our last major issue came out of a lack of communication. While we had good communication between engineering and design, it was not as strong with other departments. Specifically, the weak communication between engineering and art resulted in confusion about the size of some assets. This resulted in art assets being exported in sizes that were not easily compressible, requiring us to either adjust and re-export them or allow them to be used anyway, resulting in a less space-optimized game. We ended up doing a mix of both, which is part of the reason that our build size is larger than 400MB.

These are the largest issues that the engineering team ran into during the Bloobo development process. While we are very happy with our final product, there are always ways to improve. Looking forward, we may continue development on Bloobo, possibly even releasing to Android, should we find the funding and time to do so. But even if not, we are proud of what we have accomplished and hope that our players enjoy playing it as much as we enjoyed building it.