Derek Sinex

A Pocketful of Nuyen Postmortem

University of Advancing Technology

* What went right (3-5 different items with complete explanation on the impact they had on the project).
	+ My design goal with this project was to create an engaging narrative experience; focus on story design. Using the Shadowrun Returns editor was the perfect vehicle to achieve my goal and I love how the dialogue, environment design, and gameplay turned out. Out of all of the work that I've done, this project has definitely received the most attention and positive feedback from play testers. That being said, the people I had play test A Pocketful of Nuyen are RPG and narrative game players so their view is a little bias. However, they are the ideal target demographic and the fact they loved it shows its success.
* What went wrong (3-5 different items with complete explanation on the impact they had on the project).
	+ Everything I had planned for within my scope I completed, but I wish I had more time to do more. For what was planned everything was great. However, I left the story open for more exploration trees and quests for future work. In order for this project to be 100% those aspects need to be completed. Unfortunately, the tedium and only being able to create flat, square, environments due to the Shadowrun Returns editor began to take its toll and by the end of the project the only thing I enjoyed was writing the dialogue trees and the fact that my scripting work improved with each area of the campaign.
* Lessons learned (3-5 different items with complete explanation on the impact they had on the project).
	+ I learned an entirely new Engine and scripting system during the duration of this project. I also learned quite a bit about exporting and importing additional packages to use in an engine; even if it only pertains to the Shadowrun Returns editor. Along with that, I learned how to use the Steam Workshop for games that allow user generated content. As well as, how to upload content to a game's Workshop page. I also learned I can really push myself on my design and technical abilities to create a finished product.
* What still needs to be done (a listing of tasks you would still like to complete on this level)
	+ Moving forward I will be adding a combat situation into the first location in order to give a more exciting introduction into the campaign and balance the gameplay a bit more. This decision is based on play testing and professor feedback. My only concern with doing this is that random players may critique A Pocketful of Nuyen as being too much like the standard campaign that comes with Shadowrun Returns since they're both paced the same -- which I think would be a good thing in the realm of game development (you want to be a professional, do what professionals do). After that is added, building out new areas of exploration so that players can investigate Shepherd and Kevlar is the next step in creating a full campaign as opposed to a vertical slice.