postMortem("Ooops….I did it again") ← I can believe I used that….but it worked so well....

After our initial mauling of the original timeline, we took a few weeks off and made a new one. Our new timeline would double the time spent on the project, but it allowed us to get everything done we had planned. Yet again, we messed it up, but we still managed to get everything done.

Timelines are a wonderful thing, they give the “higher ups” a sense of peace….right up until the point where you miss a mark and it has a cascading effect. However, when you are on a project such as this with dedicated people, long hours and hard work are two things that are automatically assumed. Everyone did what they had to do to get their piece done and if that meant long hours, it was done. This is mainly in reference to Todd Blackwood, who I can’t thank enough.

postMortem("I Came To Get Down")

We were left with about half of the project done at the end of the first timeline. Unforeseen (#1) was nearly finished, Thunderclap (#2) had a fair amount to do on it, and Rout (#3) was nearly finished also. Defiled (#4) still only existed in theory. Cracking through the maps didn’t take very long once I was able to sit down and start on the remaining work. Out of all the maps, Thunderclap took the most time. It had more scripting than any of the other maps.

We had planned to record the remaining voiceovers about half way through the second timeline, but time crept up on us again. We didn’t actually get the last of the voiceovers recorded until three weeks before the release. This didn’t prove to be much of a problem; it just gave us a little less time to play with filters for the in-game voiceovers. Thankfully, after being away from their characters for three months, our actors came back and gave a great performance – saving us a lot of time.

postMortem("Not Gonna Get Us")

I was determined to not let us run out of time and we didn’t...well sorta. Everything was finished in time, about fifteen minutes before “in time”. We had planned to present on August 15th and we basically came screeching into it. A few days prior, I had
to recruit a couple extra people to help make some promotional pieces for the presentation. I brought Tim Drost in to help create the CD labels and covers and he did an excellent job. And at the last minute, I brought in Matt Teetshorn to finish up the Flash “Blooper Reel”, who completed it in record time....’cuse that’s all he had.

The only thing we weren’t able to touch on was beta testing. Myself and Matt had to do quite a bit of it so we could get it to the point where the campaign could be played all the way through. The reason this was such a big deal was due to the fact that we were planning on burning the maps on CD’s and handing them out – I didn’t want to burn overly buggy maps.

postMortem(“What we need is....a magic key”)

After the last recording session, Todd and I decided we wanted to do a “Launch Party” of sorts. We felt that we had done a good job and we wanted to get the rest of the cast and crew recognized for their hard work. Todd and I came up with way too many cool things to do, way to late. Fortunately, a few of our wishes came true at the last minute.

We were able to get all the pieces done for the presentation that we had planned; acquired the StarCraft DVD, got two Flash components made, and had all the equipment setup and working that we needed to present with. A few hours before, a marketing agency that was filming some footage in the building decided to setup and film our presentation. We had already planned to film this, but they had brought lights and red gels which we had wanted to use, but had none of, earlier that day.

And then the magic keys were found. The whole “magic key” thing was a big inside joke from the last recording session. In short, we had decided to lightly trash another mod that was starting. Todd arrived shortly before the presentation and had found gold keys. When we introduced each main cast member, we handed them a gold “magic key”. They had no idea we were going to do this, so naturally they had a good laugh when we presented the first one.

postMortem(“This is the end....”)

My closing comments from “part 1” still apply, so I would just like to reiterate. This was a great project and even more importantly, I got to work with a lot of talented people and I appreciate every one of them for lending me their time. If nothing more comes as a result of this project, it will be something to look back upon and remember with a smile.