Production and Post-Production - Dungeon Dash

Group Members: Adam Metz and David Kim

(1 mark) Acting Like a Designer: Briefly describe how you have been doing the Iterative Process of your Design.

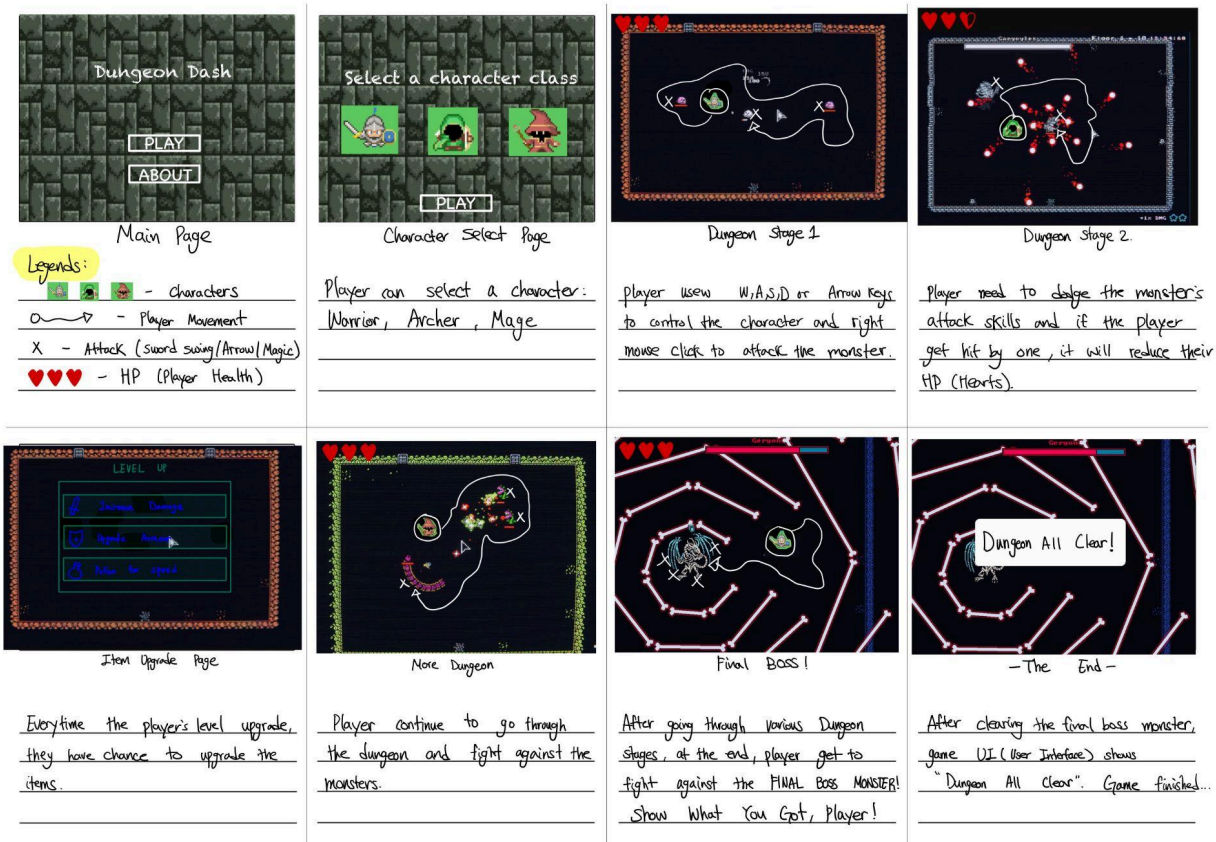
- Had a meeting to discuss the next step of our game development.
  - During the meeting, we separated the responsibilities of tasks.
  - Researched similar games and what we could improve from them.
  - Looked for a game asset pack that fits into our game.
- By following the iterative design process, our group was able to improve the planning and designing phase.
  - We are focused on the fundamentals of the game first, then the aesthetics and touch ups

(1 mark) Design Goals: Describe what your final design goals are.

- Our final design goals are to create a complete game with maximum features that can provide users with enjoyable moments. We obviously want to make our games better than the existing ones in the real world. For now, we are focusing on getting the minimum and basic features done, such as player movement and the User Interface.

(1 mark) Paper Prototyping plan: What kind of prototyping have you been using?

- Our group has been using paper prototyping on iPads, which demonstrates an iteration of the game's story. We have designed everything from the main page, where the game starts, to the end-of-game page.



(1 mark) Game Testing: Describe how you will do game testing.

- Game testing will be conducted by our class colleagues. We will ask them to play and provide feedback through a Google Forms survey.
- In the Google Form, they will rate the game from 1 to 10, specify the parts of the game they liked the most, comment on the difficulty, clarify if they can understand how to play the game without instruction, report any problems or bugs found, and note what sets our game apart from others out there.

(1 mark) Auto Evaluation Questions: Include a list of questions that you have at this stage in your process.

- During the game development project, we are wondering how often we should get feedback from the user. Since we are both in Software System Engineering, we are wondering if game project development is similar to software project management. If there are any differences, what would they be?
- Since we are using a paid asset pack, these assets can't be put into our GitHub (unless we make the repository private). This means our game cannot be played through the Unity Editor unless you have purchased all the assets and have the Unity Asset Package. The executable for the game is still fully playable though, and will have all the assets. Will this be problematic for grading?

Explain your remaining steps for the game completion.

- Test the game with people and make changes to fix any problems.
- Make a balance spreadsheet for the different weapons, classes, and stats in the game.
- Look into Player Guidance, and include some direct and indirect guidance methods to make the game easy to pick up for new players.
- Remaining Implementations Include:
    - Enemy movement & attacks
    - New enemies (currently we have one enemy)
    - Health bars for enemies and for the player
    - Navigation between rooms
    - New weapons
    - Healing items
    - Player stats (Strength, Dexterity, and Intellect)
    - Different player classes (currently just Archer)
    - Title screen
    - End screen
    - Music & Sound Effects
    - Final boss