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## CIT 447 Project 2

### Deliverable 3 PostMortem

My project “Computer Shop Tycoon” was a lot of fun in concept and in design. There were an unfortunate amount of roadblocks in very small things that made tasks difficult. However, once the systems I needed were complete in a basic flow pattern it became much easier to iterate upon the game.

My project was really successful in its final iteration. Building a computer and then being able to send it to a stand in your store to sell is a very fun core of mechanics. The process of having to place buildings before being able to sell a computer was a resounding success.

Some failures of my project were in the implementation of the computer building code. The code that generates the list of computer parts for building is very close to being hard coded and is very unorganized. Another issue with this project was the difficulty setting up basic event handling and distributing that too much across the various objects in the game.

If I was to approach this project from the ground up again I would rebuild the events system of the game to be more centric to the gamemode and a scene manager. I would also spend more time at a whiteboard detailing how events and variables would need to be passed from objects so I could create a better workflow for implementing systems. During the planning phase I didn’t expect the computer building widget system

to take so much time, so I overscoped in my planning phase. If I was to approach this project from ground zero again I'd scope even smaller and then create more pony features.

Luckily with regards to player feedback it was mostly positive. One of my primary questions was whether or not people wanted to build many computers at once, or a singular unit of computer. The responses to this question guided the next step heavily:

"I liked making just one at a time, felt more realistic to build one at a time."

"I like it being one at a time, makes each one feel personalized."

"I like building one at a time feels more personal and more real than mass producing"

The other primary question that guided my development was if I should continue with the Tycoon style of pure money focus or if I should work into a more Diner Dash approach. Most responses were positive towards either, but more leaning towards the tycoon method.

"I like the idea of a pure tycoon but diner dash style would also be good"

"I like the structure as it is now, but a more objective focused way could work too."

“I am reminiscent of the tycoons from the Roblox days so I am for the tycoon aspect, but I could also get behind the diner dash as well”

One set of feedback results did lead me to revamp how I display information and give the player more feedback to guide the player:

“Interactions with desk menu felt pretty good. However I assumed you had to buy things separately, so maybe make it more clear that one purchase = one computer.”

Overall I find that this project was a resounding success once I got the core loop finished. Unfortunately there is a lack of content as I wasn't able to generate and create enough objects in time, but this is only supposed to be an end prototype beta, and I'm happy with the result.