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Team Self Evaluation

Watching our game be played by the class was a great experience. I was thrilled to learn that everyone who played, loved our game, and thought it was a fun experience. The feedback I received was very helpful. The standout features people loved was the combat, game narration, and the ability to interact and manipulate objects in our game world. I did, however, find myself having to coach players about where they are, and what rooms they can go to. The navigation in our game can be improved to be less ambiguous, and include a map for ease of use. We will also be updating some of the narrative elements to be more dynamic. For example, in one room the narrator describes a wolf that is about to attack you. After you kill the wolf, however, the narrator still describes the wolf as if it was alive. We also found that the final boss was very hard to kill unless you found some specific items. We will be scaling down the difficulty of the boss to help players finish the game.

Working on this project with Jake has been a fulfilling experience. I was very lucky to have Jake as my partner because he shared my same ambitions of making our game engine modular and object-oriented. We both got on board right away for using GitHub to manage our project. This was very helpful in implementing new code as I could thoroughly test the edits before I merged Jakes code with my Master branch. I was responsible for managing the game versions as well as writing most of the game code. Jakes responsibilities included the game story elements, and optimizing my code. This was the perfect division of labor because I had more object-oriented programming experience. I’ve had a great time collaborating with Jake on this project. We both have expanded our knowledge on object-oriented programming and GitHub dramatically.