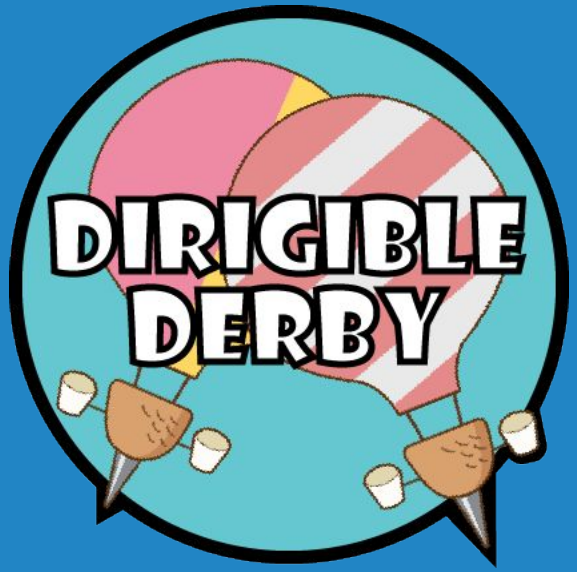



# Pod Squad

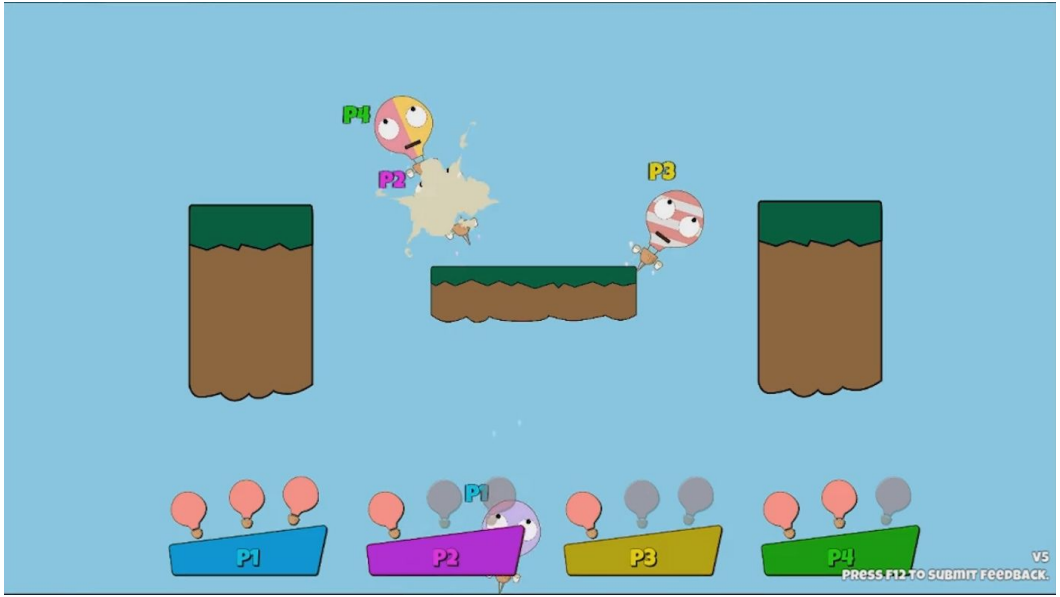
Matthew Freeberg, Ben Hoffman, Jialin Li,
Noah Ratcliff, Rowan Waring

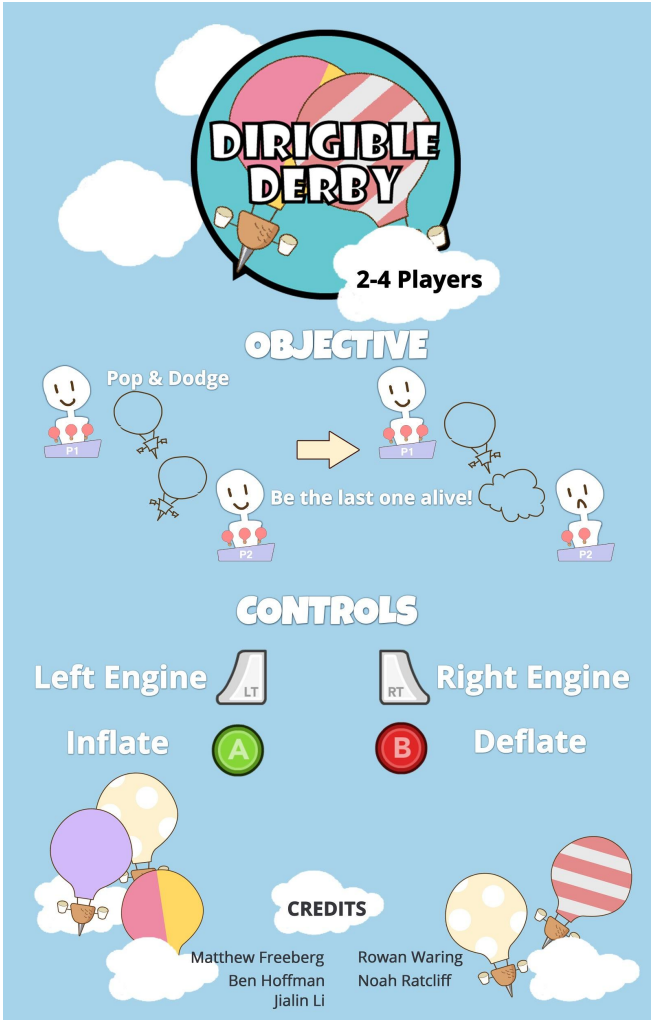
# What is Dirigible Derby?

2-4 local multiplayer game where players play as hot-air balloons with rockets on each side of their basket, and spikes on the bottom.

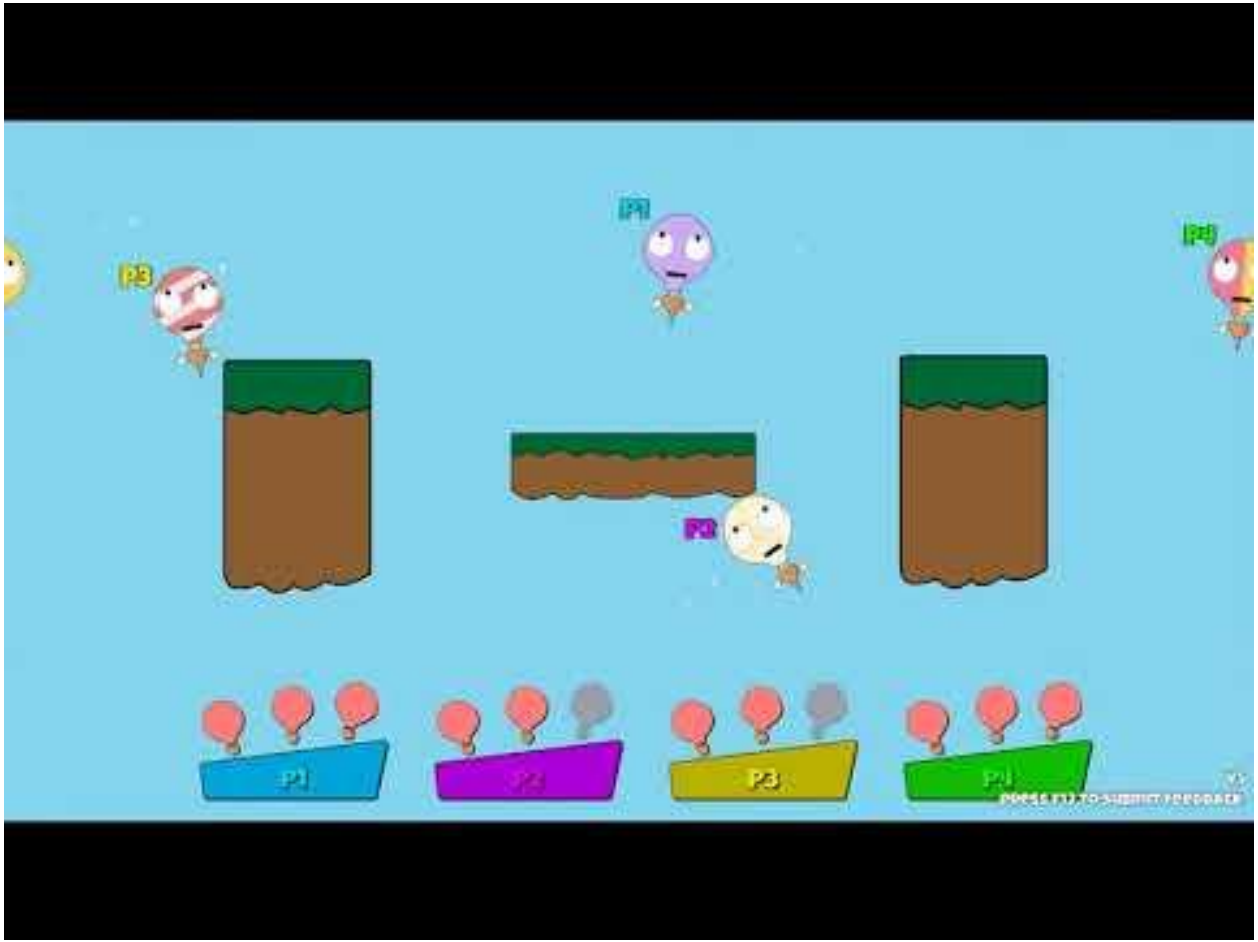
Each player gets 3 lives. When a player is popped, they lose a life. When you're out of lives, your balloon does not respawn.

Goal: Be the last balloon left floating.




DIRIGIBLE DERBY
2-4 Players
OBJECTIVE
Pop & Dodge
P1
P2
Be the last one alive!
CONTROLS
Left Engine
LT
Right Engine
RT
Inflate
A
B
Deflate
CREDITS
Matthew Freeberg
Ben Hoffman
Jialin Li
Rowan Waring
Noah Ratcliff

https://youtu.be/TLSCIS7RW08



# What'd we do right in the game?

- It's fun as heck
- Core game mechanic worked right off the bat
- Game stayed pretty much the same from concept -> prototype -> final
- In-game bug reporting and debugging tools
  - Didn't use as much as we could have, but definitely nice to have!

# What'd we do wrong in the game?

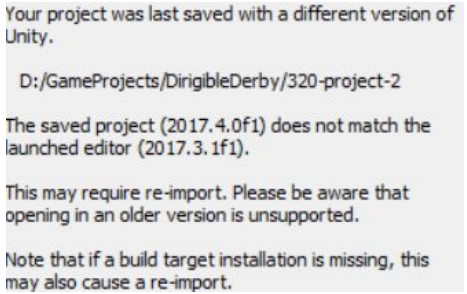
- Didn't meet all of our late-production goals
  - Polishing the spike collision
  - More SFX, such as balloons bouncing off things
  - Multiple maps (with it, a map selection screen)
  - Player customization in the player lobby
  - etc.
- Controls feel frustrating sometimes, a bit of a learning curve
- Still feels a bit rough around the edges:
  - Colliders are a little wonky
  - Needs more level design work

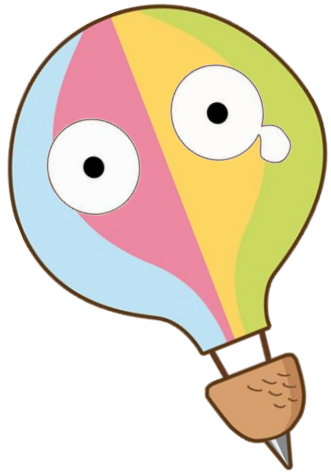
# What went right in production?

- Team structure, clear roles
- Delegation of tasks
- Communication
- Keeping up with deadlines and expectations per week
- Original scope was great!
- Quick turnaround on core gameplay, helped for the last couple weeks of the project

# What went wrong in production?

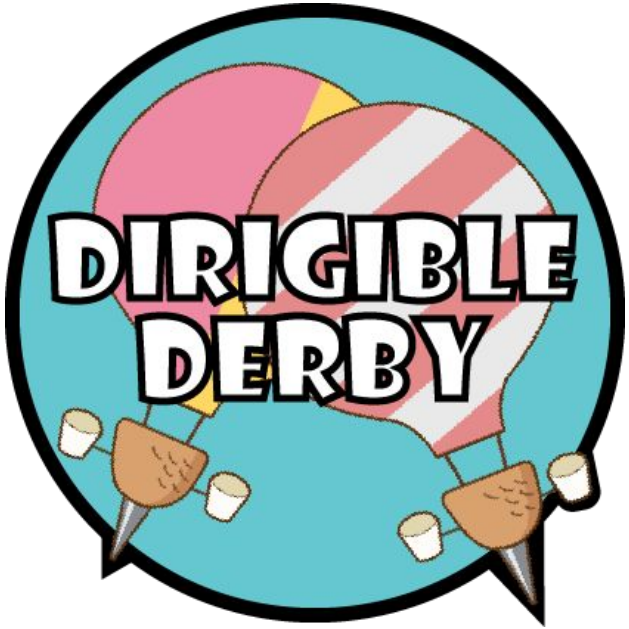
- Workload imbalance in the beginning
  - Went OK though, because the team member who felt they weren't doing enough communicated that, and we were able to adjust course
- Spring break and GDC
  - Communication was on the low, so was work on the project in general
- Overscoped a bit right before spring break and GDC, had to cut some polish features
  - Nothing major though, which is nice!
- Didn't make a single build until... last night - and there are some issues
- Didn't do enough playtesting, clunky gameplay could have been fixed
- Also this:



# Lessons learned

- There are multiple ways members could put in equal amount of work
- GDC is a productivity killer
- Small scope = quick implementation = more time to polish & less stress during the last weeks of the project
- Playtest more!
- BUILD EARLY, BUILD A LOT (helps if you're playtesting more)

# What next?

- Fix issues in build
- Clean up gameplay issues
- New maps/stages
  - Map select menu
- Character customization
- Faces!!
- More SFX
- Environmental hazards
- Powerups