



Pod Squad

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

What is GFPP&F?

Games for People with Phones and Friends (who also have phones)

- ▷ Multiplayer Jackbox-like game.
- ▷ Shake your phone to shake up a can of soda, and be the first to make the can pop!
- ▷ Players play with their phones and watch for results on the computer.
- ▷ Inspired by Jackbox, Bounden, and Jet-set radio



Nutritional

Facts

Serv. Size
2-4 Players

Ingredients

Matthew Freeberg	20%
Ben Hoffman	20%
Jialin Li	20%
Noah Ratcliff	20%
Rowan Waring	20%

Pop Squad

Instructions

Run server on itch
benjafriend.itch.io/gfppnf

Download app from Google
Play
[play.google.com/apps/testing/
com.PodSquad.GFPPNF](https://play.google.com/apps/testing/com.PodSquad.GFPPNF)

Get some friends

Shake your phone & be the
first to pop the can!

Play again!



*Net Weight
2-4 Players*



Run Server on itch



Download app



Get some friends



Shake your phone



Play again





Live Demonstration

What'd we do right in the game?

- ▷ It's fun!
 - As long as you have a phone and some friends
- ▷ Stylish and cohesive aesthetic
 - Thanks Lillian!
- ▷ Networking!
 - Thanks Ben!
- ▷ Good “feel” thanks to phone haptics
- ▷ Good audio as usual
 - Thanks Rowan!



What'd we do wrong in the game?

- ▷ The UI/UX took a while to get sorted out and feel good
 - Still lacks some polish overall
- ▷ Only one game mode
 - Game for People with Phones and Friends
- ▷ Hard to playtest
 - Game is short
 - Only on Android phones
 - Requires downloading an app



What went right in production?

- ▷ Got the core networking in early for easy testing in class
- ▷ Scalable concept
 - Small scope, with room to expand (more game modes!)
- ▷ Strong start to development and a solid idea
- ▷ Delegation of tasks
 - Team roles filled out nicely by defined skill sets
- ▷ BUILT EARLY



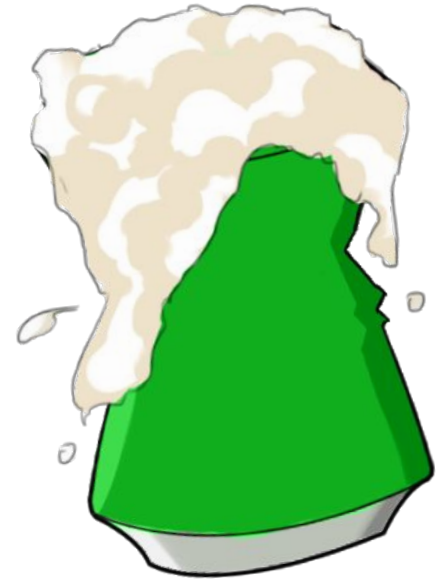
What went wrong in production?

- ▷ Problems with deadlines being followed towards the end
- ▷ Didn't meet all of our late-stage goals
- ▷ Could have used more iteration and playtesting
- ▷ End of semester—"The Scapegoat"
 - Projects galore
 - + Finals galore
 - + Big side-project deadlines
 - = Everyone was busy



Lessons learned

- ▷ Cross-Platform development is a pain, especially desktop and mobile
 - Each platform comes with its own unique set of problems
- ▷ UI - (ノ益)ノシ——



What next?

- ▷ Additional mini-games
- ▷ Polish UI
- ▷ Expanding player limit/lobby
 - Generally make networking UX a bit smoother
- ▷ Show player cans on the server display
- ▷ Different can colors per player
- ▷ More/better music
- ▷ It's summer
 - Bye :)

GAME OVER