

Development diaRY 4

Professional practice for game development – CMP4271



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By

Sean Colbourne

4.1 Premise

We were tasked with creating a strategic skill game where multiple players must work together to defuse a bomb, it had to be time based and a lose condition had to be the bomb blowing up after the timer had elapsed.

4.2 Rules

There was two players per team and up to a total of 2 teams, the first player was using the VR headset to see the bomb whilst the other player was using their VR headset to look at the bomb defusal manual, they were required to complete 15 randomly selected tasks and the goal was to diffuse the bomb before the other team, whichever team diffused the bomb the slowest lost and their bomb exploded.

However, there was also an online timer set for 5 minutes and when time was up the team with the fewest tasks completed bomb exploded however if the teams had the same number of tasks both of their bombs exploded.

4.3 Material’s

For this game you would need a minimum of 2 VR headsets, we opted for the more affordable oculus quest as it also did not need a separate computer to run the game and also a reliable internet connection so that the player can download or view the manual during gameplay.

Software

We used Google Slides so that we could make a presentation so that we could present our game idea to our peers.

We also used Discord so that we could verbally communicate our ideas in a quick and effective manor and so that we could do some external playtesting so that we could explain our rules and get some valuable feedback.

4.4 How it’s played

The player with the bomb in front of them describes the task to the other player with manual, who then look’s through the manual to try to find the specific instructions to help the player with the bomb to defuse the current task, this allows for both players to communicate and use social and explanatory skills that they may not have used prior to playing the game.

Play testing

When performing internal playtesting we automatically had a biased view of the game we had fun and the game was very competitive to play, however as our views were naturally biased we need external play testers to provide valuable feedback in which we could respond and add to the game.

We then asked James Wilson to play the game and give us his honest opinion on what could be improved and what they liked about the game, he said that it “Requires a VR headset which is expensive” and that it is a “really cool game” there’s not much we can do with this feedback as there was nothing specific however, if we were to forgo the VR headset it would make our game more accessible to people who do not own a VR headset.

4.5 Teamwork experience

Working in teams of a larger scale was much more challenging than in smaller teams, this is because people are always speaking over one another so that their voices are heard and that their ideas are put across.

The team consisted of Sean Colbourne, Ali Noorani, Muhammed Zulfqar and Tony Hoang.

4.6 Reflection

I have learnt that when I am working in a bigger group with more people that it may be necessary to raise my voice so that I can be heard as the team missed that the game required a 5 minute timer stipulated within the client brief.