

IT6039 Project Development Log

Overview

This document details the changes made to the original design of the game Fetch! And gives reasoning to why these changes have taken place.

Gameplay Changes

One of the main changes made during the development process was actually that of changing how one of the core mechanics operates. Initially the design was for the player character to have to return each collected frisbee back to the original owner of that frisbee. This would of added more difficulty whilst also retaining a unique feature for the game.

This was unable to be implemented within the given timeframe so a decision had to be made to change this to only having to pick up each frisbee in order to score.

In future this core mechanic will likely be implemented as I believe it is a crucial one for the game to remain unique.

Another large change was that of the human spawning. Initially these humans were to spawn at every edge of the world map. Again due to time constraints I changed this to just having them spawn at the top and bottom of the screen

In-game Overview and Menu UI

Although this wasn't necessarily a change made during development, given more time to work on the project I would like to enhance the look and feel of the menu UI and in-game overlays