

Delta Force Post Mortem

Post Mortem: Delta Force - Jackson Luff

Issues Faced:

I would have to say that the majority of the issues we encountered would have to be from getting a functional game up and running on the PS Vita. Not only is the Content directory literally backwards, but to read and write to files, you need to redirect the content directory into 'Documents/' which happens to be an invisible folder for the PS Vita. Prior to this pain inducing nightmare, setting up the PS Vita was bad enough.. All I can say is **read** the AIE portal instructions - instead of trying to interpret setting it up yourself...

Another great issue to take into consideration is the very low amount of processing memory that the PS Vita can operate with, which of course is 512mb of RAM. The importance of taking that into consideration is that particles, and barely tens of platforms could render at one time. But, little did we know that Monogame renders and updates objects outside the viewing of the visual display - thus causing a hell of a lot of lag. We implemented a rectangular check just outside of the visual display so that the processing and drawing is only done within the display of the form.

Awareness of cross-platform dev:

Working with cross-platform features include the constraints and optimisation. Exporting the project to a PlayStation Vita forced us at Delta Force to take into consideration the constraints of processing memory, as well as scaling images and text due to resolution differentials.

Particles and shaders were a want, but due to the power of the Playstation Vita's GPU and CPU. Sadly, after trying many hacky attempts, we had to cut them out of the picture for most optimal performance. This resulted in the game running surprising well.

Input is also another major consideration that we had to ponder. Luckily, we covered input potentials and configurations prior to making the game; and thus resulting in less time consumption testing many different input formats.

When working over multiple platforms, a thought to consider is the resolution, for if you don't have everything running on a ratio to the screen resolution, the object sizes will be completely different. (E.g. A small rectangle on the PC version of the game will be much larger on a smaller screen like the Playstation Vita's.

Reflection on dev process:

Although we worked wonderfully within the time constraint given, had an outstanding workflow and pushed with the best of our ability to collaborate and complete the success of Gravitas, changes could have been made to make the resultant optimal.e.g. minor prioritising changed

An example of an enhancement could have been to manage the priorities of the project and to take into consideration their input into the game. Although the prototype showed no presence in our final game, it was the foundation to our understanding whilst entering the world of Farseer.

Although a few features like 'walking AI' or 'spikes' had to be given the cut, I would have to say that Andrew, Iain and myself came to produce a fairly awesome game given the time.

Suggestions for future improvements:

Since our game wasn't as perfect as intended, fluctuation of quality comes into consideration - and thus what would welcome the user into a fun and fluent environment. Due to the time constraint, this required us to brainstorm many different ideas and methods until we found a sustainable solution. Little did we know the gravity manipulation (being the core feature) was actually more embracing than we found! Most (4 out of 5) people loved the brilliance in manipulation of gravity. So mapping of the timeline should've been categorised and taken into the consideration the higher and lesser priorities. The fact that we spent two weeks doing a prototype and were told **not** to at all, clearly demonstrates the lesson of that we should've **only** used the prototype for foundation purposes and not for experimentation.

Although most time was spent on project, others and myself could have spent time more wisely, for example **ignoring gamergate** and staying focused on the higher priorities, like coding from home and experimenting with different elements or objectives.

All in all, improvement of time placement and management of priorities is what stands out boldly. To improve upon this, explosions of social media drama could be minused out of the picture, less times playing games and less virtual socialising could have been the key to finish our game in a more completed manor.