Background/Introduction

* What our project is all about
  + - Our vision
    - Why we wanted to make a game like this
    - Some comparisons with other games
* What can be expected from a playthrough of our demo
  + - It is a demo of only the first level/biome
      * That comes with some restrictions
      * Some of our thought and some aspects will therefore not be as prominent for the gameplay as it will be in the finished product
* Research statement
  + - Why did we choose this research statement for this project?
    - How have we worked with this in mind?

The Concept/Game (***GDD***)

* Goals
  + - Our experiences working towards short/long term goals
      * Address the goals

Why have we set the goals?

How did we execute the goals and are we satisfied with the execution?

How the game have evolved (Unused Work)

* During frequent meetings throughout the project, the thought of the game, gameplay, mechanics and items have changed.
  + - Examples.
      * Why did we do the changes that we did?
      * What did the changes resolve/add to the gaming experience?

Our learning outcomes (***Project Description & Project schedule***)

* Time Schedule
  + - Started using the schedule, but left it early as we realized that we had estimated wrong
    - We have learned/got more efficient/got more experience since august. This have resulted in that we would have sat up the schedule differently if we where to start the project now
    - Meetings have resulted in different changes of the project, which have changed the schedule
    - The importance of feedback, and taking time for this
    - What will we do differently next time?
* Overscoping
  + - We have reworked the scale as we have gotten more in depth in the project
      * We have built the game so it will be easy to expand in the future
      * Therefore we have made a lot of assets in advance, so if we got time, we had everything ready to expand
    - Originally, we thought that even if we would have only 1 level/biome for our bachelor, that all mid-late game assets should be provided for the player to test out, then distributed out to other biomes as we made them
      * We concluded that by doing this, the game feel would be rushed and don’t represent the flow we wanted for the game. Therefore, we decided to exclude a lot of the assets, so that the game feel would be more correct regarding our initial thoughts.
    - What will we do differently next time?
* We learn through the project
  + - Need less time today than we did when we made the schedule
* Team Management (***Team Contract***)
  + - Take base in the team contract and discuss how successful the outcome of the contract have been on the project period
      * Give examples

Playtesting and evaluation of feedback

* Our experiences with having a lot to implement, so that the playtesting time was delayed a lot
* Our experiences with playtesting and feedback

Conclusion

* Evaluate the project and the game compared to what we wanted

Attachments

* Unused work – Adrian
  + - Completed/half completed work/code
    - Different versions of code and code ideas
    - Generic code for fast development
* Team Contract
* Project schedule for design and programming
* “Items & Assets” – document
* “Skill Tree Perk” – document
* Resource
  + - Design:
      * UI