Project 3 document - Team Clueless

Deliverable 1: Design Objective/Theme
We choose to go with the first bullet point on the list. Our goal for the game is to help persuade people to effectively social distance and wear masks out in public, seeing as how there is an issue with people complying to these safety precautions. To encourage this, players will lose if they get too close to an enemy.

Deliverable 2: Sprint Retrospective
Week 4 Sprint Retrospective
- Ben - Done - Created a tutorial level that teaches the player, linked game overs into one script for UI purposes
- James - Done - Fixed boundary issues, and modified enemy movement scripts and locations
- Logan - Finished updating questionnaire with new questions
- Jerod - Incomplete- Was able to add the restart to the game, but due to technology issues was unable to put the characters in the game. Added turning as well to player character.

Deliverable 3: Sprint Planning
Week 5 Schedule
- Replace assets (characters and alleyway props) - Jerod
- Additional Levels - Ben, Logan, Jerod
- Proper Menu and new UI- Ben
- Audio effects for game - James
- Finalize Questionnaire - Logan

Deliverable 4: Observation Notes
-too short of level / too much time
-likes arrow
-tutorial felt good
-one player didn't notice timer
-lack of menu options, lack of menu design
-players like the theme
-they like ring around player over enemies
-collision issue near top
-player tends to go directly right instead of any other paths
-ring is a bit large / camera might be too close to player
    Some felt like this made the game too hard, others felt like it was a nice challenge
-players felt like losses where deserved
-players did not know how far away the goal was which made pacing more difficult
-players didn't feel like the game was missing anything other than more levels
-players liked the idea of powerups, but levels should be priority
-none of the players mentioned it but the other team we playtested with had music in their game which really helped set the tone
-arrows on the ground to show multiple possible paths?
-most of the negative feedback has been based around the timer being too lenient for our sample level
Nicer start menu?

Profs thoughts
Felt a little zoomed in

Can feel frustrating to blindly run into enemies
Use free non copyrighted characters models
Potential Wishlist: add "special ability"/ speed boost
Power ups?
Questionnaire - add open ended questions after multiple choice
Split concerned/cautious

Deliverable 5: Summary of Questionnaire Results

https://docs.google.com/forms/d/1oJu2vYodqe7HXSBv0XTON9fb6BNrWhUeRokgB1YMQ10/viewanalytics

Deliverable 6: Playtesting Report
Highlights -

- **Highlight 1:** Tutorial
  - Players thought that the tutorial taught the controls and mechanics well.
  - Players were never confused on a mechanic, nor did they have any trouble with the controls during playtesting.
    - Quote from Questionnaire: "The tutorial made the game easier to understand, and how the social distancing mechanics were implemented helped to learn the objective a lot as well".
  - Action Item: Make selectable from main menu, not just first time on game start.
- **Highlight 2:** Theming
  - Players liked the idea of our theming about having to social distance from enemies. They also thought it fitted in well with how we designed the gameplay.
  - Players stated that they enjoyed the theme. When asked, no one said it felt distasteful given global events.
    - Quote from Questionnaire: "The theming is pretty funny and relevant".
  - Action Item: Add additional coughing effects on ill game over.
- **Highlight 3:** Gameplay
  - Players liked the mechanics of the game and goal of the game.
  - Players never questioned what the goal of the game was, or asked how they were supposed to achieve that goal. Also said that the controls felt very responsive.
    - Quote from Questionnaire: "The controls are responsive and the objective and obstacles are all very clear".
  - Action Item: Look into powerups, look into collision registering.

Lowlights -

- **Issue 1:** Level Variety
  - **Priority**: 1
  - **Desc:** We only had one level to play.
  - **Evidence:** We only had one level outside the tutorial to play. Most repeated feedback from playtesting.
  - **Action Items:** Have everyone in the group who has not made a level make a level.
- **Issue 2:** Assets

- ○ **Priority:** 1
- ○ **Desc:** We did not have the rights to the assets used from create with code.
- ○ **Evidence:** Professor stated in class that the player and obstacle assets we used in our game are only available for Unity's create with code system, not for personal project use.
- ○ **Action Items:** Replace assets in question with new free-to-use assets. Remove assets and revert to a simpler visual style if new assets cannot be found in time. Keep game private for the sake of avoiding legal issues.
- **Issue 3:** Camera
  - ○ **Priority:** 3
  - ○ **Desc:** Camera is too close to player, resulting in difficulty observing and avoiding enemies.
  - ○ **Evidence:** Commonly mentioned in playtesting, questionnaire, and professor.
  - ○ **Action Items:** Zoom camera out. Increase FOV so player had more vision to the sides.
- **Issue 4:** 'Phantom' momentum
  - ○ **Priority:** 4
  - ○ **Desc:** Player would have random momentum applied on player if they tried too aggressively to clip through a wall.
  - ○ **Evidence:** Mentioned in questionnaire. Discovered during internal playtesting.
  - ○ **Action Items:** When player isn't inputting anything, set the players velocity to 0, this will remove any external forces on it from being applied when player is trying to stay stationary.
- **Issue 5:** Difficulty
  - ○ **Priority:** 3
  - ○ **Desc:** Players thought that the timer on the levels were too lenient and didnt really put pressure on the player.
  - ○ **Evidence:** Mentioned several times in playtesting and questionnaire.
  - ○ **Action Items:** Decrease time allowed to complete the level. Add additional levels which offer more challenge than the original.
- **Issue 6:** Audio
  - ○ **Priority:** 4
  - ○ **Desc:** Our game lacks audio, making the game feel less authentic.
  - ○ **Evidence:** There is no audio effects in game.
  - ○ **Action Items:** Add additional audio, such as background music, death sounds, and victory sounds.
- **Issue 7:** Overly Simple Gameplay
  - ○ **Priority:** 5
  - ○ **Desc:** Our gameplay loop is a bit overly simple.
  - ○ **Evidence:** Internal testing and mentioned in playtesting and questionnaire (but not much).
  - ○ **Action Items:** Look into power ups such as a mask to reduce mask radius or hand sanitizer which would despawn one enemy. Consider adding a sprint function which would temporarily increase the players movement speed.

- **Issue 8:** Questionnaire Questions
  - **Priority:** 2
  - **Desc:** Our questionnaire lacked open ended questions.
  - **Evidence:** Professor mentioned in class our additional questions lacked open ended responses.
  - **Action Items:** Add additional/more in depth questions, and option to give written feedback on custom questions.
- **Issue 9:** Menu/UI
  - **Priority:** 2
  - **Desc:** We lack a proper menu to pause the game, restart level, and select level from. UI also didnt scale correctly
  - **Evidence:** Our personal response when compared to other groups games.
  - **Action Items:** Add a new UI to make certain elements clearer. Make UI scale correctly. Make main menu to select levels from.

Deliverable 7: Changes made based on Playtesting

Priority	Action Item	Status	Completed Date
1	Level Variety	Completed	10/10
1	New Assets	Completed	10/10
2	Main Menu / Pause Menu	Completed	10/10
2	Cleaner & Scaled UI	Completed	10/10
2	Questionnaire Questions	Completed	10/8
3	Camera Repositioning	Completed	10/8
3	Adjust Level Timer	Completed	10/10

4	Lack of Audio	Completed	10/11
4	Phantom Momentum	Completed	10/9
5	Powerups/Sprint	Decided not to Do	N/A

Deliverable 8: Game Prototype

Github Repo: https://github.com/LoganRossBradley/CIS-497-Group-Project-1

Specified Scenes: None in particular, just test the new levels (2-4) and the menu system.

Updated Survey Link:
https://docs.google.com/forms/d/1oJu2vYodqe7HXSBv0XTON9fb6BNrWhUeRokgB1YMQ10/edit?usp=sharing

Updated Simmer.io Link: https://simmer.io/@bschuster/~3d40a2be-0fcc-584c-c3d2-391142953c8c