# Critical Evaluation

## A description of the tasks and team roles carried out by each team member, and an evaluation of the effectiveness of your teamwork during the project

Since the project only has one member, everything in the game was done by B00236297. The only exception to this was the model for Darwin the Robot, as he was modelled by an external modeller, Lauren Martin.

## An assessment of the extent to which you met the design goals for the project – how well did you deliver everything described in your Level Design Report?

I believe I made very good progress in attempting to include everything in the Level Design Report. There are only a few features I would have changed if I had more time.

I would have outsourced the modelling of the three enemy types, The Warrior, The Guard, and The Flying Saucer, so that they would have looked better. I would also have liked to have more animation in Darwin and the enemies, so they look more natural.

I also did not get the chance to include audio in the game, due to time constraints. Had I more time, I would have liked to add some background music and effects.

## A description of the main problems and issues you encountered during the project, and the action you took to overcome them.

A lot of the issues in the game were due to misunderstandings about how the Unity game engine works. It took some time before a complete understanding of how the entity-component architecture for Unity works was gained.

# Playtesting Results

## A description of the procedure you used for playtesting, including the participants. Completed playtest documents should be included as appendices.

During development, I would constantly test the game as I added features. This was to ensure that when a new feature was added, it did not break old features.

The second level of testing was for the developer to run through the completed game multiple times, so that any bugs could be picked up quickly.

The third level was to get outside people to play the game. A selection of people who have played a lot of games, and people who are more unfamiliar with games, were chosen to play Robots. As well as finding bugs, this allowed the developer to tweak the games difficulty to be more accommodating, and find a good cross-section that both groups would enjoy.

## An evaluation of the success of your playtesting approach in relation to the quality of the finished level.

I believe that the approach taken for playtesting was very successful. The game is of a quality I am proud of, and I believe this was the reason for it.

# Appendices

## Participant One

1. On a scale from 1 to 5, with 1 being you did not enjoy the level design at all, and 5 being you really enjoyed it, what rating would you give the level design?

4

1. On a scale from 1 to 5, with 1 being that you did not find the game fun at all, and 5 being that you found the game very fun, how fun was the game

4

1. On a scale from 1 to 5, with 1 being that you did not like the character models, and 5 being that you loved the character models, how would you rate the character models?

3

1. On a scale from 1 to 5, with 1 being that you did not enjoy the environments design, and 5 being that you loved the environments design, how would you rate the environment?

2

1. On a scale from 1 to 5, with 1 being that you found the controls difficult, and 5 being you had no issues with the controls, how would you rate the control scheme?

2

1. Answering simply Yes or No, would you recommend the game to a friend?

Yes

1. Answering simply Yes or No, if the demo was extended to a full game, would you be interested in playing it?

Yes

1. Answering simply Yes or No, did the lack-of story hinder your enjoyment of the game?

No

1. Please describe what would you thought the most enjoyable part of the game was.

The gameplay reminded me of 3D platforming games.

1. Please describe what you thought the least enjoyable part of the game was.

The controls.

## Participant Two

1. On a scale from 1 to 5, with 1 being you did not enjoy the level design at all, and 5 being you really enjoyed it, what rating would you give the level design?

4

1. On a scale from 1 to 5, with 1 being that you did not find the game fun at all, and 5 being that you found the game very fun, how fun was the game

4

1. On a scale from 1 to 5, with 1 being that you did not like the character models, and 5 being that you loved the character models, how would you rate the character models?

4

1. On a scale from 1 to 5, with 1 being that you did not enjoy the environments design, and 5 being that you loved the environments design, how would you rate the environment?

4

1. On a scale from 1 to 5, with 1 being that you found the controls difficult, and 5 being you had no issues with the controls, how would you rate the control scheme?

3

1. Answering simply Yes or No, would you recommend the game to a friend?

Yes

1. Answering simply Yes or No, if the demo was extended to a full game, would you be interested in playing it?

Yes

1. Answering simply Yes or No, did the lack-of story hinder your enjoyment of the game?

No

1. Please describe what would you thought the most enjoyable part of the game was.

The environment around the space ship.

1. Please describe what you thought the least enjoyable part of the game was.

The controls were very awkward.

## Participant Three

1. On a scale from 1 to 5, with 1 being you did not enjoy the level design at all, and 5 being you really enjoyed it, what rating would you give the level design?

3

1. On a scale from 1 to 5, with 1 being that you did not find the game fun at all, and 5 being that you found the game very fun, how fun was the game

3

1. On a scale from 1 to 5, with 1 being that you did not like the character models, and 5 being that you loved the character models, how would you rate the character models?

2

1. On a scale from 1 to 5, with 1 being that you did not enjoy the environments design, and 5 being that you loved the environments design, how would you rate the environment?

4

1. On a scale from 1 to 5, with 1 being that you found the controls difficult, and 5 being you had no issues with the controls, how would you rate the control scheme?

3

1. Answering simply Yes or No, would you recommend the game to a friend?

Yes

1. Answering simply Yes or No, if the demo was extended to a full game, would you be interested in playing it?

Yes

1. Answering simply Yes or No, did the lack-of story hinder your enjoyment of the game?

No

1. Please describe what would you thought the most enjoyable part of the game was.

The environment around the space ship was cool.

1. Please describe what you thought the least enjoyable part of the game was.

The controls.

## Participant Four

1. On a scale from 1 to 5, with 1 being you did not enjoy the level design at all, and 5 being you really enjoyed it, what rating would you give the level design?

3

1. On a scale from 1 to 5, with 1 being that you did not find the game fun at all, and 5 being that you found the game very fun, how fun was the game

4

1. On a scale from 1 to 5, with 1 being that you did not like the character models, and 5 being that you loved the character models, how would you rate the character models?

5

1. On a scale from 1 to 5, with 1 being that you did not enjoy the environments design, and 5 being that you loved the environments design, how would you rate the environment?

4

1. On a scale from 1 to 5, with 1 being that you found the controls difficult, and 5 being you had no issues with the controls, how would you rate the control scheme?

2

1. Answering simply Yes or No, would you recommend the game to a friend?

Yes

1. Answering simply Yes or No, if the demo was extended to a full game, would you be interested in playing it?

Yes

1. Answering simply Yes or No, did the lack-of story hinder your enjoyment of the game?

No

1. Please describe what would you thought the most enjoyable part of the game was.

The models were cute and fit into the theme of the cartoon-y game nicely.

1. Please describe what you thought the least enjoyable part of the game was.

The camera was very difficult at some parts and would clip into walls.

## Participant Five

1. On a scale from 1 to 5, with 1 being you did not enjoy the level design at all, and 5 being you really enjoyed it, what rating would you give the level design?

3

1. On a scale from 1 to 5, with 1 being that you did not find the game fun at all, and 5 being that you found the game very fun, how fun was the game

2

1. On a scale from 1 to 5, with 1 being that you did not like the character models, and 5 being that you loved the character models, how would you rate the character models?

3

1. On a scale from 1 to 5, with 1 being that you did not enjoy the environments design, and 5 being that you loved the environments design, how would you rate the environment?

4

1. On a scale from 1 to 5, with 1 being that you found the controls difficult, and 5 being you had no issues with the controls, how would you rate the control scheme?

1

1. Answering simply Yes or No, would you recommend the game to a friend?

Yes

1. Answering simply Yes or No, if the demo was extended to a full game, would you be interested in playing it?

No

1. Answering simply Yes or No, did the lack-of story hinder your enjoyment of the game?

No

1. Please describe what would you thought the most enjoyable part of the game was.

Some of the environments were cool and had obviously had a lot of effort put into designing them.

1. Please describe what you thought the least enjoyable part of the game was.

The controls were very clunky and ruined the game for me.