Garrett Hoepf, 4/7/2024, Week 12: Report 4

Currently, the core features of my game are complete and functioning as intended, but most of the nuance and supplementary features originally hoped to implement are absent and won’t be completed by the time a submission is made. As such, I’ve decided to spend the last week before submission refining the systems I already have in place opposed to building new ones. Systems such as physic interaction for the player, basic combat and enemies, and audio design are implemented. Yes, the project is incredibly bare bones, but I would prefer it simple but relatively refined project instead of a complex mess of systems still in their development phase.

Due to the nature of my game, testing is fairly simple. As a wave-based shooter, success and failure are determined simply by whether the player survives the enemy onslaught. The fail condition of the player dying works as intended, and the win condition of the player surviving all waves works as intended. More testing was done with the player’s interaction with the environment. This involved adding rigid bodies to all movable objects and giving the objects mass fitting of their size and or characteristics. Ex. A car weighs more than a trash can. I never did share my project with outside users to test, while I recognize that is a missed opportunity. The fact of the matter in my mind is I don’t believe the game is of acceptable quality to share yet. Even in a testing context, I still think there should be some standards of quality as a courtesy to your testers, and in my opinion the quality of my project does not meet that as of time of writing.

My development process usually involves debugging immediately upon seeing a bug, this is to prevent me forgetting about it. I also test in development very often, basically any time I alter assets or scripts I will immediately test. So, I did not encounter any new bugs upon testing.

As I’ve mentioned in previous reports, the timeline for the game has changed numerous times, many of them being delays due to lack of available work hours. Given the testing that has been done more recently, the timeline has been altered, cutting out development of any new features in favor of refining what is already in the game in the last week before submission.

In conclusion, all I’ve really gathered from testing is the decision to take focus away from active development. I’ve found that the core systems are all working well together to provide a bare bones version of the experience I intended, but as stated before, can’t afford to spend any more time expanding upon them. This final week is going to be entirely focused on turning my functioning web of systems into something that resembles a finished game.