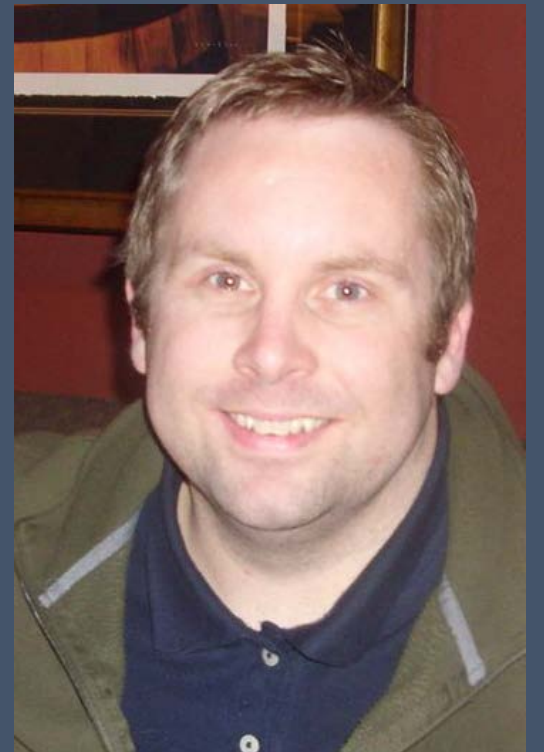# TIME UPRISING
TRANSCEND TIME & SPACE

by

POWER OVERWHELMING

(Chad Hickenbottom, Rodelle Ladia Jr., Angela Liu, James Murphree)

TEAMWORK

- Angela – Producer, Creative Director, Artist

- Chad – Interface/Menu Developer

- James – Narrative Director, Build Tester
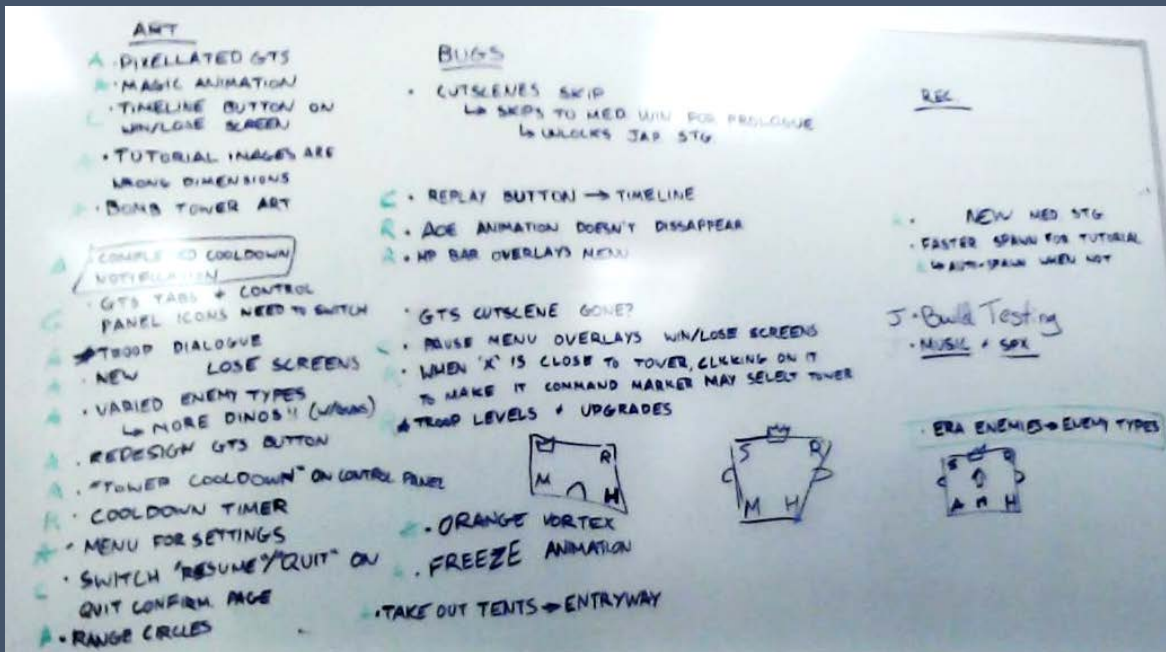
- Rodelle – Gameplay Developer

PROCESS

In-Person Meetings (Mon & Wed)
- Brainstorms
- Rubric Reviews
- Peer Review Analytics

1. What we like
2. Game concept
3. Creative vision
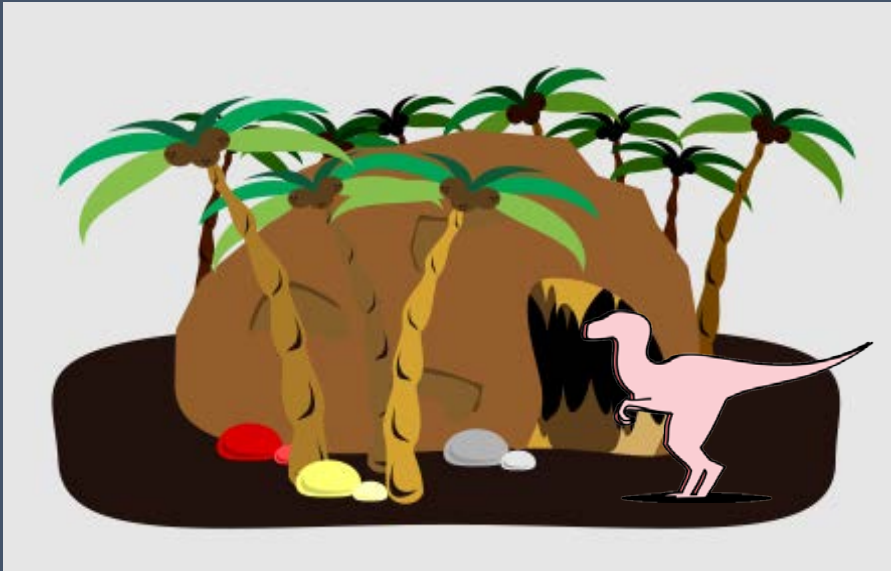4. Game mechanics
5. Developing
6. Polishing

TOOLS

- Git

- Google Drive & Google Hangout

- Facebook

- RaidCall

- KanbanFlow

GAME: LIKES & DISLIKES

Likes:

· Art!

· Concept

· Strong narrative

Dislikes:

· Size of gameplay area

· Time-constraint

GAME: IMPROVEMENTS

- Music & Sound Effects

- Game Mechanics

- Balancing

- More Art Assets (esp. animations)

- More Upgrades

- Achievements

CONCLUSION

- <u>What we learned:</u>
  - Technical Skills
  - Importance of Wireframes & Mockups
  - Time Management (estimate x3)

- <u>What we would do differently:</u>
  - Focus on Polish
  - Menu System
  - Try Out Other UI Designs

#MATH (QUESTIONS)