

Curtis Andersson

Shane Barker

John Louie

Dave Madden

Adam Robinson

Derek Willms

OUR PROCESS



- Meet as a group every Monday and Wednesday morning
- Generally work in one week sprints
- Meetings are pretty relaxed, loose
- The entire group participates in design
- Relied mostly on e-mail for communication
- Work was done individually

WORK LOAD



Curtis – Physics

Shane – Menus and sound implementation

John – Particle effects

Derek – Weapons

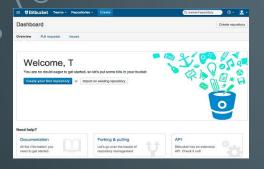
Dave – Art, sound, general management

Adam – Art

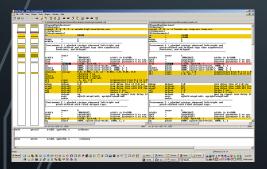
Everyone – Design, balance

OUR TOOLS









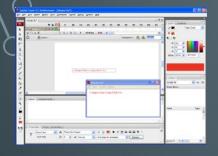
Bitbucket

git

Win Merge

OUR TOOLS (CONT)







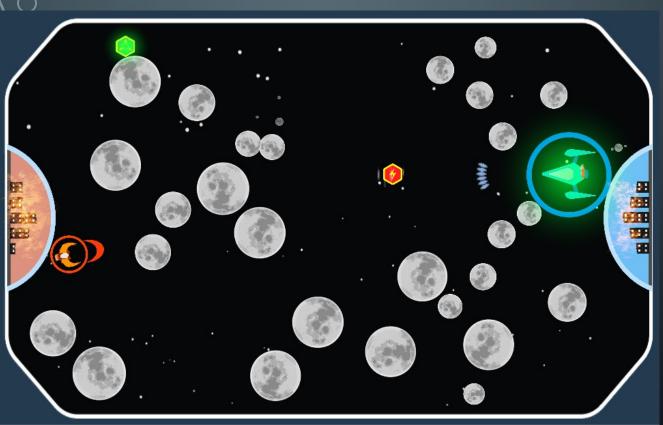


Visual Tools: Illustrator Photoshop Flash

Sound Tools: Kontakt Audition Ableton Live







WHAT WE LIKE AND DISLIKE

CONCLUSION



What we learned

- Communication is key
- Game as you go
- Some things just wont make it!
- Trust, but verify
- Plan for the worst

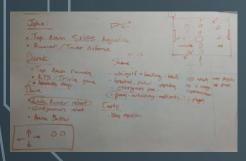
What we would do differently

- Use a different form of source control
- Plan ahead for scene structure
- Focus on maintainable code from the start
- Organize more group work sessions
- Keep art ahead of code



PSYCHOBOTS RETROSPECTIVE





Brainstorming



Design Document



Unity





Art & Sounds



Dual Shot