Playtest to Final Game

Get Stuffed!!!

Robert Lee, Jason Cantu, Marcus Montalvo

The next sprint goal in two weeks is our final games. Complete gameplay is the first concern, followed by expanding the gameplay and incorporating what you learned from playtesting to improve the game.

Stay player focused! Answer all the questions thinking about what you want the player to experience. Make sure the game communicates clear objectives and choices to the player, and that the player can tell how their actions impact the environment and cause them to ultimately succeed or fail.

1. Summarize what you learned from the playtesting. What’s working, what isn’t, what surprised you.
   1. Enemies in a third person shooter without health are no fun
   2. The movement is working well
   3. Our character needs to be smaller in the world
   4. Chase is working well
   5. World is built well enough for testing
   6. Add boundaries
   7. Enemies go through obstacles
   8. Enemies push you
   9. Enemies need ranged weapons
   10. Camera can flip over
   11. Add character meshes
   12. Add weapon crafting UI
2. Review together the intended player experience from start to finish and summarize here the intended final deliverable, emphasizing any changes from the last plan.
   1. The enemies drop loot that the character can use to upgrade his body and weapons.
   2. The different rooms in the house have different types of enemies.
   3. The vehicle is no longer a priority
3. Discuss the effectiveness of your team coordination through this last cycle of development. What do you need to do to ensure you can deliver and that everyone can contribute?
   1. Learn to merge
   2. Put more time into it
   3. Our coordination and teamwork is good so far
4. As specifically as possible, decompose the above deliverable into responsibilities and indicate who is doing what and by when.
   1. Robert
      1. Populate weapons sheet
      2. Fix enemy death
      3. Loot Drop Script
      4. Shark Boss
      5. Build Meshes
   2. Jason
      1. Populate weapons sheet
      2. Implement Fun
      3. Tutorial
      4. Monkey Boss
   3. Marcus
      1. Populate weapons sheet
      2. Inventory
      3. Weapon Crafting
      4. Geese Boss