Reflection Report

Evan Phaup

Below are the mean scores that I received on my feedback cards:

* Fun: 4.7
* Challenge: 4.2
* Visuals: 4.8
* Design: 5
* Overall: 4.8

Based on these results, it seems that people rather enjoyed my game, however, even though scored highly, the “challenge” score noticeably sticks out from the others. After watching people play, I noticed two issues that contributed to this. The first was that the enemy AI was extremely basic, and thus would not make the optimal move at each turn in order to the player. The second is that the moves and peters that one could select were unbalanced, and a player selecting an “optimal” roster of peters would likely do better than a player with a sub-optimal roster; indeed, in one instance, I noticed a player get demolished after selecting 3 of the worst peters and going against a random draw of three of the best peters. In order to fix these issues, solutions include either making the stats for each peter more similar to each other, making the stats explicit on the select screen, and upgrading the enemy’s ai to evaluate both their state and the player’s state and make decisions based off of that.

Finally, there are also future improvements that can be based off of both rounds of peer feedback. One feature that I though about doing but decided against due to time constraints was making the game two-player, an addition that could certainly make the game more fun. Other features include adding animations no matter how basic they are (such as causing Peter to “fall on his face” if he faints), different battle backgrounds, and possibly moves that have effects that influence factors other than stats or health (including troll moves). If I were to work on the game further, these are the paths in development that I would pursue.