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PLAYTEST: The Monkey Game

For our group, we decided to create a fun interactive game using controllers for the final project.

We received feedback and suggestions such as:

- To have control over our experience: what is the goal of the game? Is shooting the other player necessary? What is the winning factor? Is a timer necessary?
- Elevating the fun factor by adding modifiers to make it more engaging e.g adding a rock barrier, different shooting styles...
- Adding a random setting, make the banana change location on the map
- How would we make this game unique?

After considering this feedback/suggestions, we decided to add more maps so that when the players replay the game, it will give them a different route and randomize the location of the banana.

Second, we want to add after listening to the suggestion to add a feature where players can add rock barriers to use a block/defence against the other player.

Third, we discussed the use of the timer. We are debating on whether or not it was useful/effective in this game.

Fourth, we discussed adding a point system to track who wins the overall game.

By implementing these changes, we hope to elevate our game and provide a more fun and interactive experience.