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| Close-up of semiconductor elements  template13_science_report.jpg | Escape the Mob  Project Review & Critical Stage Analysis for the First Playable  GBC7  Keyline divider beneath title  picture  Ryn Ellis  Jed Galloway  Ryan Guglielmello  Soyoung Kim   Ngoc Khanh Ma  Jimmy Vargas  **Game Prod II**  Spring 2018  Filip Krstevski  May 21st 2018 |

# Project Review

## Comparisons

## Engineering

Pseudo engine running game proves to be working well and easily manipulated when necessary without causing huge issues. All decided upon levels laid out in Game Plan have been implemented successfully.

Source control has been implemented and is being utilized appropriately and successfully. Team meetings and responsibilities scheduling is still being communicated manually at this time as there are technical issue with Bitrix. However, this is working for the team for the time being.

Comparing with the Milestones and the Game Plan for the project, we are on schedule and meeting requirements.

## Art

Between one quarter to one half of assets have been gathered at this point. All assets necessary for current milestone have been gathered. Image assets may be easily changed without creating bugs if other image assets are discovered that are more suitable for the end results of the game.

Comparing with the Milestones and the Game Plan for the project, we are on schedule and meeting requirements.

## Design

All established levels in Game Plan have been laid out in maps and either have placeholder objects or final objects in play.

Storyline for game has been evolved into near end stages. Some dialog and “lock and key” exercises to be determined. However, there is nothing needed that would be detrimental to the projects success.

Comparing with the Milestones and the Game Plan for the project, we are on schedule and meeting requirements.

## Sound

Few sound assets have been gathered but are not needed or practical until more features have been implemented. Will continue to be gathered in the upcoming weeks.

Comparing with the Milestones and the Game Plan for the project, we are on schedule and meeting requirements.

## Production

First playable milestone has been accomplished and is in line with Game Plan and deadline. No foreseeable surprises or set backs.

Comparing with the Milestones and the Game Plan for the project, we are on schedule and meeting requirements.

## QA

The project runs and is starting to resemble a playable game. Can easily switch between levels as is to be expected. All game area boundaries are setup. Game object boundaries to be setup by next milestone. There are no issues with having game assets loaded on time at this point. No bugs found.

Comparing with the Milestones and the Game Plan for the project, we are on schedule and meeting requirements.

### Accomplishments

## Engineering

* Major features have been determined and plans for implementation are in place and realistic.
* We have completed the basic foundation of the program and have started to implement the other features.
* First playable contains no known bugs.

## Art

A good portion of image assets for the game have been gathered. Image assets may be changed if other image assets are discovered that are more suitable for the game.

* Most levels contain the level of visual appeal that we are aiming for at this time in the production cycle.

## Design

* Most gameplay features have been determined.
* Storyline has progressed exponentially and is in near end stage.
* We have defined the gameplay mechanics and have documented those features in our Game Plan.
* We have established the basic features and gameplay mechanics and have implemented those in a playable prototype.

## Sound

* We have brainstormed the type of sound assets that will be required for the game.
* Some sound affects have been added and reflect what our game plan lays out.
* We will continue to look for sound assets that will be better suited for the overall production and enjoyment of the game.

## Production

* We have determined the game requirements and the Game Plan.
* Best practices have been put into place and are being followed.
* Team members have been assigned tasks and most of them have them all completed
* We have finalized and completed the documentation for the Game Plan.

## QA

* Design and features of the game have been brainstormed and written in pseudo code and documented in the Game Plan.
* We have produced a seemingly bug free first playable.
* Most levels have visual appeal up to par

## Risks

## Communication Issues

**Risk:** We have encountered issues with communication within the group, which has resulted in two team members doing the same level, despite documentation stating which member was doing which level.

**Proposed Solution:** Define responsibilities more clearly in next meeting and post on Bitrix specific tasks to be followed.

**Risk:** We encountered technology based communication issues with the app we were using to communicate (Discord), which resulted in team members not receiving messages until hours or days later.

**Proposed Solution:** We are now using a different app to communicate (WhatsApp), which delivers read receipts so that we can tell if messages have gone through. If messages have not gone through we have the phone numbers of each member to call and bring them up to speed. We will also be utilizing the task feature of Bitrix in the future for future tasks, as well as ensuring that all team members are briefed verbally of their task(s), followed up with call, text, email, and task reminders if necessary.

## Asset Collecting

We have encountered issues gathering assets that work with what we are looking to accomplish within the game.

We will continue to utilize Google to search for assets, and ensure that the proper credit due for each asset is accounted for.

In the event that we are unable to locate the assets required, we will either attempt to make our own assets or change the requirement for the game.

**Matching Skills**

**Risk:** Skill levels of team members vary as some team members are on their second lap of this semester and their memory of the language is vague.

**Proposed Solution:** Available team members will help them as they need it. Other team members will take on the more complex tasks for the time being and will continually check on these members progress.

**Feature Creep**

**Risk:** Some of the decisions for the game exercises have not been finalized and could promote a feature creep if not done soon.

**Proposed Solution:** Finalize and document all agreed upon “lock and key” exercises in a group meeting next week.

### Roadblocks

* Communication
* Assets Collection
* Matching Skills
* Coding Issues

## Supporting Documentation

* Please see attached documents for
  + Game Plan
  + Milestones
  + Status Reports

### Resources

* Please see attached documents for
  + Asset Collection
* Search Engines (Google, Bing, etc.)
* User based art websites (Deviant Art, Pintrest, Kenney, etc.)
* Webstorm, Google Chrome, Firefox
* Microsoft Office, Pages, Excel, Numbers
* Bitrix
* GitHub

# Critical Stage Analysis

## What are five things that went right during this past development period?

* Game plan was brainstormed and changed due to dislike of previous game idea
* Game plan was rewritten to suit new game idea
* Exceeded milestone expectations
* Majority of levels (5/6) were completed and uploaded on schedule (final level was completed before due date, but accepted the task of writing another, and was allowed an extension of time due to the fact that another team member had done his assigned level)
* First Playable game was completed on schedule

## What are five things that went wrong during this past development period?

* Basic coding issues, such as syntax, occurred
* Finding free or public domain sprites and tiles for the game proved to be difficult at times
* Communication issues that required us to utilize a new peer to peer communication system
* One team member doing another team member’s level without permission
* Lack of communication with the Team Lead and Technical Lead when issues arise

## What are five things that can be improved for future development periods?

* Communication between group members
* Communication between group members and Team Lead or Technical Lead when issues arise
* Clear guidelines and tasks so no confusion can occur
* Comment code as it is programmed
* Keep accurate records of all credits for assets