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

# Project Review

## Comparisons

## Engineering

Comparing with the Milestones and the Game Plan for the project, we are in-line with the Game Plan and the Milestones for our game.

## Art

Comparing with the Milestones and the Game Plan for the project, we are in-line with the Game Plan and the Milestones for our game.

Image assets may be changed if other image assets are discovered that are more suitable for the end results of the game.

Sound assets will continue to be gathered in the upcoming weeks.

## Design

Comparing with the Milestones and the Game Plan for the project, we are in-line with the Game Plan and the Milestones for our game.

## Sound

Comparing with the Milestones and the Game Plan for the project, we are in-line with the Game Plan and the Milestones for our game.

We will continue to look for sound assets that will be better suited for the overall production and enjoyment of the game.

## Production

Comparing with the Milestones and the Game Plan for the project, we are in-line with the Game Plan and the Milestones for our game.

## QA

Comparing with the Milestones and the Game Plan for the project, we are in-line with the Game Plan and the Milestones for our game.

We have coded the game to be runnable and playable; however, the missions and enemies are not coded or implemented yet.

### Accomplishments

## Engineering

* Major features have been determined and we have been brainstorming on how to implement the features.
* We have completed the basic functionality of the program and have started to implement the other features.

## Art

* We have been gathering image assets for the game. Image assets may be changed if other image assets are discovered that are more suitable for the game.
* We have begun to gather basic sound assets for the game. We will continue to gather sound assets in the upcoming weeks.

## Design

* We have designed the basic features of the game and have documented those features in our Game Plan.
* 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.
* 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.
* We have finalized the game plan 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 coded the game to be runnable and playable; however, the missions and enemies are not coded or implemented yet.

## Risks

## Communication Issues

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.

We also encountered technology based communication issues, which resulted in team members not receiving messages until hours or days later.

We have corrected some of the communication issues by switching to WhatsApp from Discord, which was our previous technology based communication tool.

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 their task, followed up with 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.

### Roadblocks

* Communication
* Assets Collection
* 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
* Microsoft Office
* 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 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