Recommendation Report

# Game Recommendations

The following recommendations are based on or directly from user feedback.

One user found it difficult to use the sticks and another suggested that instructions should be provided for people who are not naturally inclined to twin stick games.

One user would like an NPC partner to play co-operatively with to make the game easier for them.

A user stated that the bad guys should be removed, and it should be a football game instead.

The level floor should have more texture to make movement more distinct as it was difficult to tell the speed of the character.

Animation was a commonly recommended feature from user testing especially for player movement.

Changing the rotation on the projectiles to reflect what direction they are going in.

Another common recommendation was to add more content, users felt like there was a lack of content that led the game to be boring.

Needs polished/refined a lot of unfinished elements to be completed.

One user recommended that the camera zoom be decreased so the player had more time to be react to enemies heading for them.

Bullet speed should be constant and not relative to right stick input.

Additional rooms to hide from enemies.

Projectile origin should have an offset to show bullets coming from the gun and not the players origin point.

A larger overall level area with tougher enemies added including boss fights and multiple lives instead of instant death.

Controllable zoom using double finger wipes (pinch/separate motions).

Starting gun should be removed and additional guns added, that could be earned or picked up.

A start menu.

The game should have a story with cutscenes.

# Process Reflection

The project started off on shaky ground when I struggled to think of a good idea for my mobile game but after a few weeks I came up with a good idea inspired by mobile games I had previously played or had knowledge of. (This War of Mine & Fallout Shelter). I wanted to incorporate management, survival and RPG genre elements and the design quickly became quite ambitious. I was aware that the game might be too complex for the time allowed or even my abilities and it became a source of anxiety every time I thought about it, but I carried on designing the systems and artwork required to make the game a possibility. Ultimately this was a big mistake and I consulted with the pitch a character lecturer instead of the mobile game one that would be giving the relevant classes and tutorials on Unity. This resulted in me being unaware that my design would not have been possible to implement and by the time I had consulted with the appropriate lecturer with relevant insight it was far too late to design another game from scratch that had any substance, mainly due to the pressure and other course work commitments I had to undertake. In the future I will need to put anxiety aside and reach out when I need help or consultation with a project sooner rather than later.

The development approach used in college projects is waterfall. Whilst I agree it’s an appropriate method for new learners to deploy, I can’t help but feel like the process doesn’t benefit the way my brain works. My attention span can be very short, and I can struggle to remain focused on task. I think that the agile method might be better for me in this regard and might be a better approach for people with ADHD or other neurodivergent minds. Furthermore, I believe that design requirements could be easier identified with short stints and prototyping for people with less experience, it would lighten up the back end of the project tremendously. I’m aware I could be naïve about this and could be missing some details that would make this a bad idea.

The solution I thought that could implement the original design was confirmed as the correct approach by my lecturer (using dictionaries for my data structure/class). The issue is I lack the problem solving or rather resolve to learn how to correctly implement ideas like these. It is a common occurrence when tackling tougher problems, in a broad sense I know how to approach the problem but fail when it comes to implementing them. I have realised, I somewhat have a fear of failure and sometimes won’t even try some approaches that I know would work or only put half my heart into it. This is something I need to address urgently if I am to pursue a career in games development. I also need to work on questioning my designs to find missing pieces or expose poorly thought out concepts.

My time management is really weak, and I struggle to meet deadlines regularly both mainly due to organisational skills and this project was probably one my worst performances regarding time management yet. Due to lack of attendance, I found myself with little time and in denial about how much work I still had to do to get something that was appropriate to submit. Ultimately, I had to upload an embarrassment of a project knowing that I was capable of much more. I’m at a loss on how to address my time management skills without additional support, as previous attempts to keep myself organised have fallen flat, not that I won’t continue to try my best to improve this vital skill that will be necessary to work in the games industry.