

Project Questions

Beastly Studios

We asked the group: Paragons of the prism

What was the most challenging part of building your project?

The most challenging part of building paragons of the prism was building the online multiplayer components and getting the physics in the game to sync properly. The group ended up snapping that idea and making the game a local game with four players instead.

What did you learn while working on your project that you would not do again in the future?

Paragons of the prism described, that syncing with unity and online multiplayer was a big challenge. The team initially tried to overcome the challenge but due to the issues they had they changed their idea and made it so that the game is now a local game on one computer instead of using multiplayer. They also described that holding off on play testing was a mistake they made and in the future they would test and validate their ideas earlier.

Did your idea change or pivot much from the original idea and concept of your game?

Paragons of the prism's idea changed and pivoted a lot since the original idea. They ended up changing a lot of the core mechanics of the game and changed most of the physics of the game since they could not get the online multiplayer to work. They found that working without the online multiplayer was more productive as a team.

What makes your idea unique and how does it stand out from other projects and games?

The shield in the the game is a main core mechanic that makes the game unique and stand out from other games. They described the feel of the game like a shooter but without the use of bullets.

Was the scope of your original idea too big? If so what did you do to reduce the scope of your idea?

The team described that their original scope of the project was too big due to the networking they originally had planned in the game. The team had to scope down a lot and make sure that what they were working on was evolving and had to remove the networking aspect of the game in order to go ahead with the development of the core features and mechanics within the game.

How did you divide the work load on your team specifically with your programmers?

The team divided up the work of programming by splitting up each part of the game into a separate tasks. They found that by dividing up the work into smaller tasks helped speed up the development of their project.