

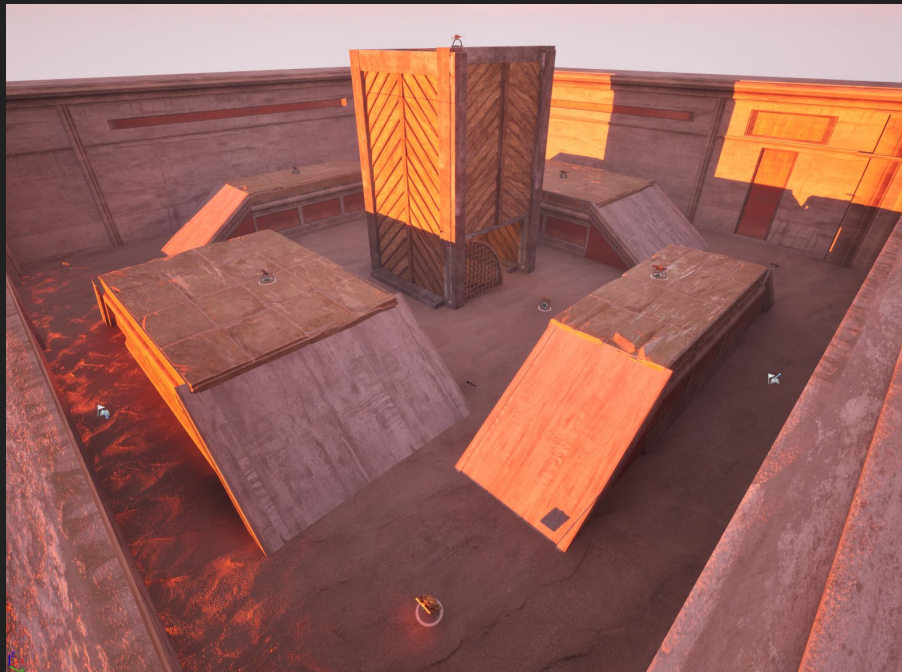


By Jayden Ripp

Gameplay

The goal of the game is simple

1. Load in
2. Find your opponents
3. Kill them
4. Be the first to 10 kills



Mechanics

The Main Mechanics of the game are simple,

- Grab guns from the ground
- Kill your opponents

Fairly simple in terms of gameplay loop which allows for the game to be picked up quickly and easy to learn



Feedback (Positive)

- Map Layout was good but need some improvements
- Guns Felt Strong
- Pickup placements felt nicely spread apart

What was your favourite aspect of the game?

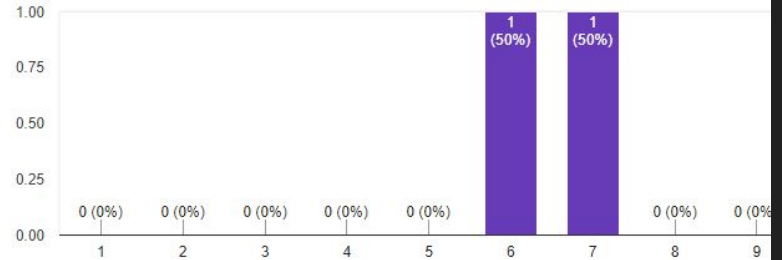
2 responses

Decimating my opponent with the shotgun

Fast paced and easy to understand, nice choke point in the middle of the map with the incentive of the sniper was fun, shotguns feeling strong was also fun to mess around with

How much would you say you enjoyed the gameplay?

2 responses



Feedback (Negative)

- Shotgun too strong
- Sniper too slow
- Map too small (Found that making it too big made it feel too open and I wanted the players to be close at all times)

What are some changes you would recommend?

2 responses

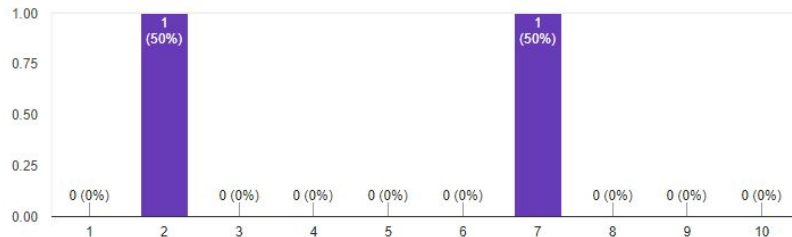
Nerf Shotgun, make map layout bigger, change staircase so it's not so cramped and decrease sniper reload speed (too long)

Make the stairs with a custom collision like a ramp (won't do that camera jump it usually does) increase the fire rate of the sniper rifle and add a reloading text so we know when the guns are reloading. Too many kills to end the game as well

How would you rate the map layout?

 Copy

2 responses



General Consensus

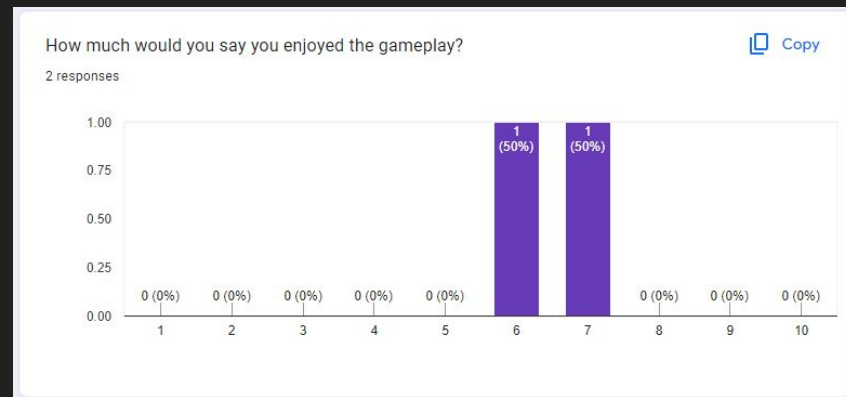
- Game felt good and easy to pick up
- Gameplay was smooth with no bugs found
- Gun play was a big thing in the playtests

Were there any bugs and if so what were they?

2 responses

No bugs encountered

Honestly don't remember seeing any bugs more just quality of life improvements with the weapon damage and fire rate



What was your favourite aspect of the game?

2 responses

Decimating my opponent with the shotgun

Fast paced and easy to understand, nice choke point in the middle of the map with the incentive of the sniper was fun, shotguns feeling strong was also fun to mess around with

Challenges

- Mostly time management
- Learning C++ and how it works
- Some mechanics that i couldn't figure out and had to scrap for time
- Finding different mechanics to make up for old ones, or rearranging the map to make the current ones feel better

```
200 void UMGGameInstance::SessionFindComplete(bool bWasSuccessful)
201 {
202     return;
203
204     UE_LOG(LogTemp, Warning, TEXT(InFormat: "Searching through results"))
205     if(FoundSessions->SearchResults.IsEmpty())
206     {
207         UE_LOG(LogTemp, Error, TEXT(InFormat: "NO SESSIONS FOUND"))
208         OnSessionJoinComplete(success:false);
209         return;
210     }
211
212     UE_LOG(LogTemp, Warning, TEXT(InFormat: "FOUND SESSIONS, ATTEMPTING TO JOIN"))
213
214     //Join the sessions that is the first session found
215     sessionRef->JoinSession(LocalUserNum:0, MGSESSION_NAME, FoundSessions->SearchResults[0]);
216 }
217
218 void UMGGameInstance::SessionJoinComplete(FName SessionName, EOnJoinSessionCompleteResult::Type Result)
219 {
220     OnSessionJoinComplete(Result == EOnJoinSessionCompleteResult::Success);
221
222     if(Result != EOnJoinSessionCompleteResult::Success)
223     {
224         UE_LOG(LogTemp, Error, TEXT(InFormat: "FAILED TO JOIN SESSION"))
225         return;
226     }
227
228     ClientTravelToSession(ControllerId:0, SessionName);
229 }
230
```

Redesign

There was very little i needed to redesign in terms of gameplay feedback, all of it was minor changes and i felt that the minor adjustments did change it and made it feel better

The designs mostly came to small map adjustments to that it wasn't so cramped but also because there was a weird collision on the stairs that i needed to fix, as well as adjusting some small numbers on the weapons like damage and fire rate

What worked well

Mostly the gameplay aspects i implemented by the feedback stage was good, the response on the weapons as well as the map layout had some good feedback and having the simplistic gameplay loop to make it feel a bit more like an arcade shooter lended to the experience i wanted



Done Differently

- Implemented more smaller mechanics
- Better time management
- Spent more time looking at more unique mechanics

