Final Testing

For the Final testing of the game I got 4 people to give me feedback, These people were Nathan, Rhys, Mitchell and Anna. They all enjoyed the game and liked all the features I added.

Rhys said that the game was fun, he liked the shooting feature, and he thought the length and complexity of the levels were good. But he didn't like the FPS being bad on the last level, which I can do nothing about, and he thought the final level needed more detail.

Anna said that the game was very fun and the art suited the theme, she said that the levels were fun, and the features were good, but the last level needed some work, and it lagged a lot.

Mitchell said that the game was enjoyable, and he liked the puzzle destroying the block feature. He didn't like how the character just spawned the bullets out of nowhere, and he didn't like the FPS issue on the last level.

Nathan liked the game, and he liked all the features. But he didn't say anything negative about it. So his feedback is kind of invalid because, he didn't state anything to improve.

The final feedback I got was very good as all the end users liked and enjoyed playing the game, There were some small bugs which I couldn't fix due to arcade having big FPS issues. The game works and is completed, and the end users enjoy the final product.

Implications

I used different implications to help improve my outcome, these include social, and usability. I used Social, by making sure that all the content is school appropriate, and it doesn't offend anybody. I made sure to do this by not including a gun on the character or placing enemies for the player to kill. Furthermore, I planned to include these in my game but, due to this implication, I chose that it would be best to not include these, so it won't offend anybody.

Accessibility

I used the implication of accessibility, by making sure that anybody who wanted to play my game, could, I did this by uploading everything to GitHub, including a read me document, so the end users know the version of arcade it runs on, and so people could download it and play the game themselves. I also used this implication by using the arcade library which is publicly available, free of charge, and it can run on most computers. This meets the implications of accessibility by allowing everyone to be able to play the game for free.

Future proofing

The implication of future proofing is making sure that the outcome is future proofed, meaning it will work when I stop developing it. This is important because I want people to still be able to play the game without me having to change half the game to suit their computer. I did this by using a stable version of the arcade library, making sure that the code meets the pep-8 regulation and run on a stable version of python. This meets these implications because people can use the application in the future, and it will still work if the user is using the correct version of arcade.

Functionality

The implication of functionality is to make sure the application functions as intended. This is important because I want the game to function as intended and do what I wanted to do. I made sure that my game meet this implication by doing end user testing, this testing is used to make sure the game functions and works as intended. This meets this requirement because the end users said it was fun and enjoyable, and the goal of a game is to allow the player to have fun and enjoy the game.

Final statement

I am very happy with my final product, I believe I did a very good job, as I believe the game is fun to play. My End Users also think this, and they all say the game was good and enjoyable. Obviously there are a few bugs that I can not change due to arcade being slow, and it isn't the best game engine, but these bugs are minor and not very noticeable.