Playtest to Final Game

The next sprint goal in two weeks is our final games. Complete gameplay is the first concern, followed by expanding the gameplay and incorporating what you learned from playtesting to improve the game.

Stay player focused! Answer all the questions thinking about what you want the player to experience. Make sure the game communicates clear objectives and choices to the player, and that the player can tell how their actions impact the environment and cause them to ultimately succeed or fail.

1. Summarize what you learned from the playtesting. What’s working, what isn’t, what surprised you.

* From the playtesting I learned that we might have to create a tutorial for players to understand the game much better, due to its complexity. According to the testers the game looks to be very intriguing and the movement, as well as the lighting seems to be very smooth. An issue I want to address is the way to attack without having to use the cursor.

1. Review together the intended player experience from start to finish and summarize here the intended final deliverable, emphasizing any changes from the last plan.

* The final deliverable will have a working tutorial, textures on enemies and the environment, the winning and losing states, animations & effects, and audio. This is mostly the same as our last plan except for a few additions.

1. Discuss the effectiveness of your team coordination through this last cycle of development. What do you need to do to ensure you can deliver and that everyone can contribute?

* The team coordination is very effective; we dedicate time to working on the project together by using Discord while also having independent work time but staying in communication. To ensure we can deliver the final product we will need to dedicate more time than we did last cycle.

1. As specifically as possible, decompose the above deliverable into responsibilities and indicate who is doing what and by when.

* Felix will be working on the extraction script, the character movement animation script, enemy spawns, and finishing designing the map. Jesus will be working on the weapon animation & effects script, enemies attacks, randomize key items, and controls & inventory UI.