Design Changelog

Date	Actions	Goals	Problems
2/16/16	Created concept of prototype which included spaceships navigating to some end point with others trying to destroy them, then using your other ships to save them before they were shot down.	This went along with our vision of asynchronous control of multiple objects over the same timespace.	We feared the game too far out of scope for this project.
2/17/16	Reduced concept of prototype to more barebones implementation - 2D grid with a strict set of actions for different characters against distinct enemies.	Reduce scope to feasible level.	Didn't have well-defined vision for this game. We couldn't nail down even one puzzle.
2/17/16	Further reduced concept to exclude enemies. Instead, we would control multiple snakes over the same timespace asynchronously.	Define well the mechanics of the game.	Didn't have much time to implement! Also missing time travel aspect of vision.
2/17/16	Added aspect of "rolling back time." That is, the player being in the game space with previous versions of himself and having to navigate and strategize against previous moves.	Including time travel and strategies element fit with the vision perfectly	Had a difficult time conveying to the user the fact that they were moving their past selves
2/22/16	The concept of time moves with discrete steps rather than continuously in order to give the player more time to strategize against his previous moves.	More emphasis is placed on allowing player to strategize rather than moving through the round quickly.	Testing showed that users were confused about the identity of the gray snakes. (Many thought they were random, or enemy snakes but in reality they were previous moves)
2/22/16	Changed the colors of the current snakes to indicate what is the current snake and what are the	Convey to the user that they were controlling multiple	The user still didn't understand that the shadows were their

	past snakes	snakes	past selves / the demo level was pretty challenging so players struggled to learn the rules and win the round
2/22/16	Created an easier, "tutorial" level to help users understand the dynamics of the game better, that would then lead to a more challenging level	Separate out the challenges of learning the rules and the challenges of strategizing in different levels.	As we designed levels, we felt confined to certain shapes (because it had to fit in a square within a border etc)
2/22/16	Allow for "walls" to be created anywhere in any configuration to allow for more flexible map layouts (previously walls were just borders)	Flexibility to design more creative layouts allows for more interesting levels	User is confused about ambiguous collision message.
2/23/16	Changed the active snake (the one the user is currently controlling) to different colors than other the collision indicator	Convey to the user the location where they were crashing into something	The mismatch between snake color and goal color confused the user
2/23/16	Changed the color of the goals to match snake	Convey to the user where they were supposed to goal with each snake	It isn't possible to tell which one is the goal and which one is the beginning of the snake before you move once