ARcade Guardians

Self Thought Improvements

UI-

What	Why	How
Everything	Too simple and not clear at all	Re-Design it and think of more intuitive ways to interact with game
Life Indicator	Not nice	Create a Life Bar that is divided into X slots that I can delete one by one to simulate the bar emptying
Money & Waves Indicators	Not nice + Too small	Create icons with text beside (nothing too complicated) Maybe coins popping out dead ennemies could then be fetched by main icon ???
Rest of In-Game UI	Displayed by menus, which isn't proper enough	A button allowing to display a whole menu with more informations & explanations Maybe display the tower's statistics and specificities somewhere
Tutorials	Not clear enough + too simple	Make the tutorials visually nicer (maybe with images ?) More game explanations (tower unlocking, ...

Game (Visual & Logic)-

What	Why	How
Tower Range	It overlaps the path, which isn't visually nice	Set Ranges higher in the tower prefab OR Set towers higher on areas

What	Why	How
Shooting Speed	too slow and sometimes it takes too long to catch the ennemies	modify the speed parameter in the script
Ennemies Movement	facing the same way throughout all path	when going towards a path point, make the ennemy face it (rotation adaptations)
Arrow Spell	too similar to fire one	Add slow effect to it
Nearest Area	hard to know where the tower is gonna be placed	apply the same algorithm (fixed) as for the spells, but adapt it to the areas
Nearest Tower	same problem but with the upgrades on the towers	same solution different adaptation

Bugs-

What	Why	How
Spell Area	It doesn't appear after the first spell that has been casted	Must Check code and especially the conditions that allows it to be shown the first time (might not be reset correctly)

Features-

What	Why	How
Spell	because misses more of these	implementing and designing a "Freezing" or "Thunder" one maybe
Level Scaling	for more adaptability	adding a slider on the UI and scale the virtual level but keeping the same center (on marker)
Level Selection	for more diversity	adding a List of levels and allowing user to scroll through them when putting down the LevelMarker

Keep in mind that the game shall be playable with as few tangibles as possible !!!

Teachers Feedback

Misses interactions with models

→ [fixed by level selection & scaling]

More efforts on the 2D UI

→ [Need to do some re-design]

Peer Feedback

1. Cute Interface, good idea of reusable markers

   → Not very relevant + interface isn't "cute" but simple & poorly designed I think

2. Ressemblance with KR, good reproduction of TD games, great understanding of such games' logic (shoutout Smooth shooting). Very interesting to have a guide at the beginning to explain + throughout the game was nice to have additional explanations. Interesting way of using tangibles

   a. BUT, distances are kinda hard to get used to, tricky to track where tower are gonna be placed. Better indications on game's status would be good (in order to adapt the strategy). And finally having a better representation of progress items (HP, Golds, ...) with possibly addition of "unlockable" towers/spells could be nice.

   → Very good advices and suggestions regarding the tracking, didn't realised it was so tricky for others (I should have), and the gaming features suggested are very inspiring for what I could improve

   → [Design new tower, unlocked after way n°?] + [implement indicator on tower placement] + [UI improvement for progress items]

3. Tutorial is very appreciable , project is creative and replayability is relevant. 1 tower per area, predefined slots to place them on is good to rule the game and make users adapt & think knowing that. Upgrades are very well thought.

   a. Life indicator is poorly designed (a progress bar could be cooler), same for golds and rounds (different charts/visuals). Moreover whole UI could be improved to enhance user experience (more intuitive and efficient). Then game items design is a bit too childish and simple...

b. Making it Multiplayer ?

→ UI is indeed a true weakness in this project, even regarding the lack of help and time I got the UI is effectively poorly designed and could be reworked a lot. For the multiplayer feature, maybe I'll stay focused on the individual playing and improve this project on this aspect before trying to make it multiplayer (even tho it's a good and relevant idea)

→ [Life bar on top] + [Re-Design of player's indications (wave, golds, ...)] + [Re-Design the path] + [Re-Design Instructions and event UI]

4. Good TD game, developper seems comfortable with Unity concepts and game making. Inspiring techniques and good hovering of the possible things to do with Unity.

   a. Individual Thinking-Related settings in order to make game more fun and creative

   → Grateful for this review, don't really understand the suggestion tho...

5. (One very confusing but funny review) Love that kind of game, markers are really coold and spell mechanic is great.

   a. wanted "more", playable on phone, more towers, more spells, more levels, more everything

   → Obviously nice review, even tho obvious, yes I plan to expand the game and all its items

   → [Design & Implement new Spell] + [Design & Implement new Tower]

6. [TO FINISH]