

Reviews & Feedback

Taken from those who played the game at the Expo and two friends - interview with a roommate who played the game**

Reviews from Expo:

Fun, funny, and entertaining.

Need a more distinctive between estrogen and progesterone.

Loveable anesthetic.

Fix the bugs of progesterone.

Review from Roommate:

The Gameplay:

"I liked the simplicity of using the arrows, I think that it would be harder once you add the estrogen in but it did go slow. It could go faster (the moving background). The sperm was pretty easy to avoid."

The Idea Behind the Game:

"I like what the game is about - it'd be a great game for a health class. The art is comical in a visually appealing form for a heavy topic"

Improvements:

"What could be added is more than just moving around. To have more power-ups and to put in the birth control power-ups".

Overall:

"Fun and informational game that is possibly a heavy or sensitive topic for others that has been turned into a fun game"

Reflection on how the project went

Fallopian Eggscapade has had a very successful turnout so far, and I think it's best to continue working on it to get it to a fully polished game. Moving forward, it's best to expand on the gameplay and create a more immersive experience for the players.

Different possibilities to try would be to try another style of gameplay. It's currently a side scroller but maybe it could be shifted into more platformer. As for now, I'm going to branch out with the game being a sidescroller.

There have been many lessons learned while creating Fallopian Eggscapade, and there will be many more to come. I'm learning it's best to keep consistency in the styles of scripts used. Such as - sticking to only using Playground scripts or the ones you've made. It appears to be better for continuity and knowing how the scripts will behave with each other. I'm learning the pain in the a\$\$ ways of making everything fit with varying screen sizes. Things are still off, but it's all a huge learning process that's been pretty dope so far!

Overall, it's been a great project experience and I look forward to continuing to work more on the game!