Game Engines 1

Task 4

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Evaluation

Throughout the development of our game, we learned a lot, from coding to other important elements. Starting off our development we didn't have any experience in coding. Most of our journey through the making of the game was a lot of research and gathering information for the game we wanted to create.

Along with this research we gathered enough information to create a working game. We had encountered multiple problems along the way of making things work. We found issues when it came to coding mostly and other things like sound and music. We can both say as a team that it wasn't easy to create the game but together, we managed to find ways to get past any problems that we encountered. Something that we also encountered was the lack of time that we had to finalise and perfect the game fully. This issue will help us to plan better and prioritise our work better for future references.

Overall, we tried our best to start from scratch and make a game our of the little we knew. A lot of our process was made up of a lot of research and trying out different things to figure out what was best for our game. What also helped us in the long run was the player testing which helped us understand what people wanted and would have liked to see. That did not only help us to create a good game, but it will also help us for future references when it comes to us making another game.

The End