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Assignment 11

Our initial vision on our game Toy Factory, was vast. We had to revise our developmental process constantly as our goals did not meet on time. Our strategy was to divide certain roles for each individual within our group to work on certain aspects of our game. One person would work on the sprites, another would work on the level design, and two would work on the game mechanics and gameplay. However, a major flaw that we found was when someone does not finish on time, the entire project becomes delayed because certain features of the game requires specific parts in order to function correctly. An example is finishing the game mechanics before the viewable sprites. In order to resolve this issue, our group decided to meet a couple times every week to keep everyone at a steady pace.

The process of meeting a couple times every week worked wonderfully. In addition, labs were extremely useful as it gave us time to brainstorm and adjust to whatever was not working well. What we found was when we attempted to transfer files to the official version of our game, all the file becomes corrupted. Due to the free version of Game maker and its limited amount of sprites and objects that we could implement, transferring files from one computer to another could potentially lose our entire project. This problem was both annoying and upsetting as it was a risk we had to take every time we transfer files. I would change the frequency of our development iterations of meeting with our group more consistently, however, it is difficult as each individual has their own set schedule.

Given only three months to work on a game, I would say our game has come a long way. I would love to finish and implement our initial vision of the game with additional features and mechanics that we hoped for. However, I would not carry the development to the extent of marketing the game due to the fact that it is built around a weak engine. Instead, I consider this a learning opportunity for my development of future games.