Final Project Pt. 3 - Final Submission
Team: Mateen Aminian (Solo)

Playtest #1 – William Propp

*****Disclaimer: I only created one game prototype so there was no decision making in terms of which game I was going to move forward with. *****

- I learned a few crucial things about my game after watching Will playthrough it multiple times. He was able to give extremely useful feedback which turned out making my game look a lot more polished and work better.
  - He was able to play enough to discover that there are some obstacles that when spawned back-to-back, create an impossible scenario for the player to avoid and results in certain death. This should obviously not be the case since the game is meant to be skill based and not have any parts that cause the player to lose one-hundred percent of the time.
  - William was able to verify that the game speed was particularly good and worked well in cohesion with the randomly spawning objects.
  - I was concerned about the draw distance of this game in terms of the player being able to see the new objects spawning in the distance. William confirmed to me that I should figure out a way to hide those spawns to make the game more unpredictable.
  - William also mentioned to me that it was weird how you can still move the player once the game is over and you have already collided with an object. I will need to destroy the player on contact to fix this problem.
- **In retrospect:**
  - I wish I included a title or menu screen which displays the instructions on the screen so the player knows the controls.
  - I wish I had included much more obstacles to allow for more test cases and more randomness within the game flow.
  - I wish I spent more time on making the game look better and download real assets from the Unity Store so it seems more polished.
- **What needs to be changed?**

- The game needs some sort of post processing or particle system to hide the spawning objects in the distance.
- The game needs to display the controls to the player somewhere on the screen.
- Obstacle #3 needs to be adjusted so that when spawned back-to-back, the player does not lose automatically due to lack of proper spacing.
- The player needs to be destroyed when encountering an object instead of still being able to move.

- **What major changes are needed?**
  - Most of the criticism I received leaned more towards the miniscule side in terms of being game breaking or difficult to implement. So, I do not know that any major changes are going to take place within this game.
  - The most major change I can think of is me having to implement a post-processing effect to blur the objects being spawned in the distance. This will make the game look a lot more polished as watching objects spawn ruins the experience and allows for the player to prepare ahead of time which is not how the game was designed.
  - The next most important change would be to optimize and make sure that when objects spawn back-to-back, there is always a way for the player to dodge them and survive or else that would be unfair to the player.
  - Another major change will be me adding an instructions text somewhere on the game screen so the player never forgets how to play.

- **Why did I only create one project?**
  - I did not feel confident about being able to deliver a smooth playable prototype for my second game option within the allotted period. I had a busy thanksgiving week and was working on finals for two other classes therefore I took advantage of my high grade in this course. I decided that only making one prototype would lose me half the grade for Final Project Pt. 2 but then I would still have over a 100% while also being able to just focus on making a good prototype for one game.

- **Final Build Description:**
  - Changes I have made since the playtest:
    - Added a fog system to the game which dilutes the draw distance and prevents players from seeing what exactly is being pre-spawned. This makes the game feel more polished and a lot more difficult.
    - I added instructions to the game screen so you can always see the controls even while in-game.
    - I adjusted some of the premade obstacles so that when they are spawned back-to-back there is always a way for the player to dodge and stay alive.
    - Made minor changes such as destroying the player once game is over so they cannot still move which was removing the immersion aspect of the game.
- **Some side notes:**
  - I designed this game to look like a work in progress so that is why the prefabricated obstacles are all made using Unity's 3D objects. It is meant to display mechanics and fluidity while allowing for an endless playable experience.
  - In the future, I plan to convert this game into a downhill snowboarding game where you are sliding down a slope dodging obstacles and hitting jumps along the way.
  - Unfortunately, I will not have access to my computer for the last few days of this assignment so therefore I was not able to upgrade the game as much as I wanted to after the playtests.