Presets:

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Preset Name | Hunger Depletion Amount | Aim Line Turn Speed | Aim Line Turn Speed Increase | Min / Max Pillar Gap Size | Food Satisfaction Amount | Pillar Horizontal Spacing | Aiming line Length and Thickness | Target Reticle | Safe-zone Slow Down Rate |
| Standard | 2 | 45 | 0 | [3,3] | 5 | 4 | 2.5, 0.1 | Off | 0.1 |
| Evil | 5 | 60 | 1 | [1,2] | 2 | 7 | 1.5, 0.1 | Off | 0 |
| Ez Peazy | 1 | 40 | 0 | [5,5] | 10 | 4.5 | 3.5, 0.15 | On | 0.4 |

We liked the Standard preset because it was similar in balance to our first version of the game. We liked the Evil preset for the drastic challenge it gave, and we liked the Ez Peazy preset because it felt fairer and simpler to play.

To accommodate for the horizontal pillar spacing, we had to also adjust the aiming line length based on the difficulty we wanted. The min/max pillar gap size also usually had to be adjusted in pairs, as we didn’t want such a large range of random gap sizes.

(What did you learn about your game during the process?)

We learned that \_.