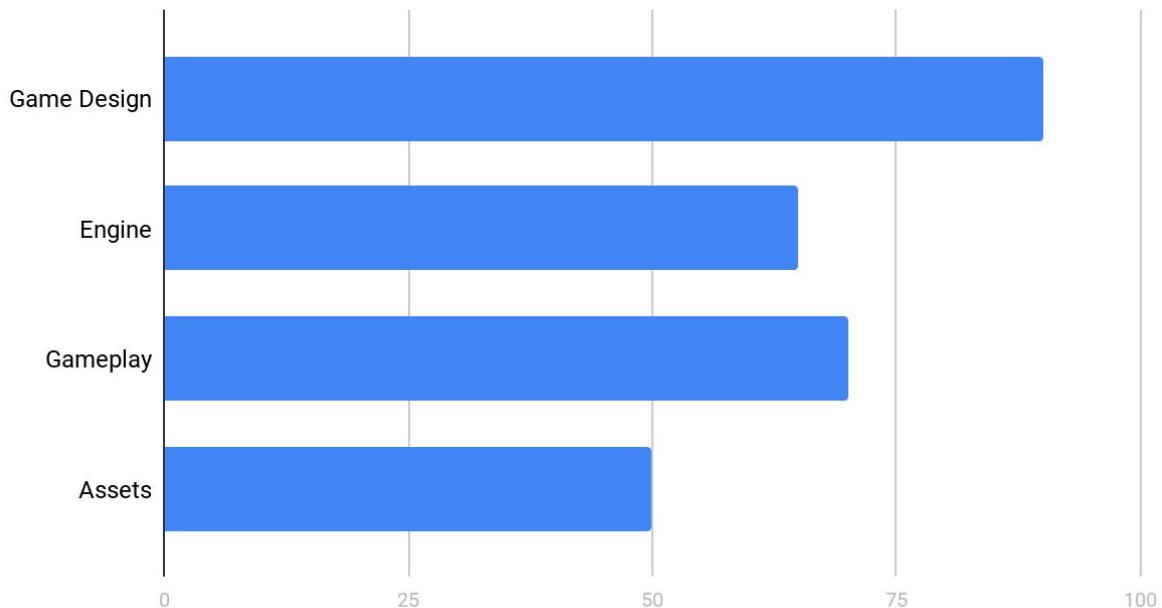# Scientist's Doom

(AfterAction Report)

Scientist's Doom Progress Graph

Project State

Game Design - The game's design is finished for the most part. We now know exactly what the game is going to be, how it's going to be played and what it's going to look like. The reason for not marking it as 100% complete, is that we know that there probably are going to be minor changes, since the game is not completely finished.

Engine - The engine is almost finished. We have implemented most of the important functionalities that we wanted to. However, the game still lacks a solid audio system, and most importantly multiplayer. We definitely plan to implement these as soon as possible, since these are key features of our game.

Gameplay - The gameplay of our game is very solid now. We focused to make the experience as smooth as possible, so that the player does not stumble upon unexpected animation glitches, enemies not dying when they are supposed to etc. The game now features 10 levels, a shop for each character, several abilities and weapons, and currency and leveling systems.

Assets - We managed to create one map, where the whole story and gameplay of our game takes place. On this map the player can find 3 types of enemies, and fight them with 3 completely different characters that each have their own weapons and abilities. The assets needed to create the cutscenes for our story have also been almost completely finished. We are currently working on bringing the map and its ecosystem to life, by introducing wildlife, greenery and other decoration aspects.

Time Spent

Petr Ježek - 410 h (+110 h)
Vojta Vavera - 380 h (+150 h)
Mira Müller - 40 h (+0 h)
Franta Čmuchař - 135 h (+ 50h)
Zbyšek Sedláček - 4h (+0 h)

Project Conclusion

The last three months of working on Scientist's Doom have been very rewarding, fun and interesting but at the same time, very frustrating and stressful. Overall, we think we have created a pretty spectacular game, given the timeframe and experience with game making, and have learned a ton of new skills and information in the process. The game is very much playable now, and we can see how many players could enjoy the concept, setting and gameplay.

We are very proud of our combat mechanics, our ability and weapons systems, that allow us to easily create new abilities and assign them to characters, and our visuals. We did not manage to implement the multiplayer, which is a shame and we plan to make it work as soon as possible. Our audio also needs a lot of work, but we are looking forward to it and we know it will be fun to work on.

Petr Ježek
Vojtěch Vavera
Miroslav Müller
František Čmuchař

Team 3
AfterAction Report

01.09.2018