

# Level 1 Game Development Log

<https://20066.itch.io/sorrow-of-revenge>

## Relevant Implications

Watch [this Video](#) to help explain how to write about each one once you understand them. In your own words, describe at least 3 relevant implications that are important for game designers to consider before development.

Relevant Implication	What is it and why is it important to consider when designing and making games?
Aesthetics	<p>Aesthetics is how the game will look and if it appeals to the audience you're aiming your game at, follow design conventions and convey the right image or example, Doom Eternal the Game is targeted at angry Testosterone filled gameplay and the Aesthetics Display that with blood guts demons and gore everywhere with bright colors and loud sounds and massive swords and the environment around also amplifies the aesthetic making the game look even better and make sense rather than it just being a boring grassland. This is important to my game because it makes the player want to see what their weapons and effects will look like when they're upgraded and what enemies they'll encounter next.</p>
Functionality	<p>How it works loading times bugs/glitches This will affect how people perceive your game as bad or good. For example, battlefield 2042 has so many bugs you'd think it is an anthill; they had no scoreboard, and you coil launch yourself from a ladder to go across the map. Also, hovercraft could go up walls; these are only 2 of the many bugs the game has, and people hate it; the game's price has gone down because of it. So making sure your game is bug-free will help with player reactions; even if the game takes a little longer to make, ironing out all the bugs will be worth the time. This will affect my game by finding bugs and getting people to playtest it to find all the bugs and then fix them so I can have a game that people enjoy and not hate because of the bugs. It's better to know what you did wrong with the rest of the game than</p>

	people hating it not because of the art or mechanics but because of the bugs.
Usability	Usability is important for games because people expect certain buttons to do certain things; for example, the escape key people press and expect it to come up with a menu of resume, Options, Quit and if the escape key doesn't work, then people will have to ALT F4, or it will just quit out of the game, making the user confused or mad. I will have usability in my game so people will want to play it, and it adds to the enjoyment of having an actual menu instead of just quitting.

## Overall Project Planning

Link to your Trello Plan (make sure it is public) :

<https://trello.com/b/VH6VFySc/sorrow-of-revenge-to-do>

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## Sprint #1 Planning

What are your priorities and goals for this development cycle?

Getting Animations working with movement and hit boxes interacting with the character and enemies getting a tile map done with collisions

## Sprint#1 Feedback

You need to gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example [HERE](#)

Link to Feedback Responses. (remember to share the results NOT the form)

<https://docs.google.com/forms/d/1xtGE2iw8irUDU-g5yahxfnnyRw9Sgg529Wav4OU5zog/edit#responses>

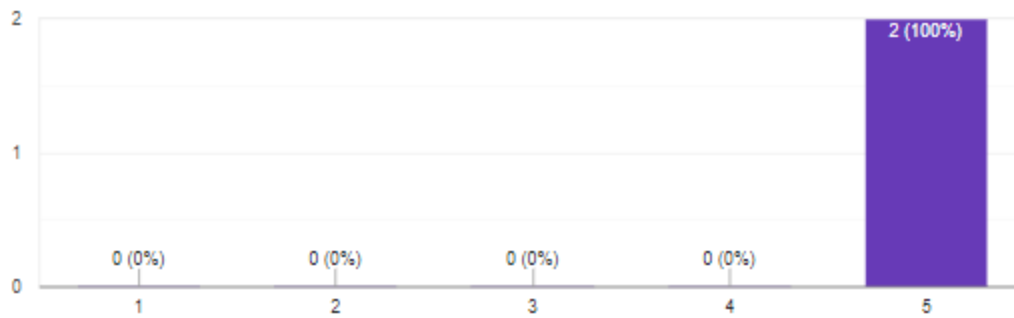
## Summary of Feedback

What did the feedback say in general? My game didn't upload properly after it was working in the browser on my laptop so there was no feedback given.

### How are the Graphics

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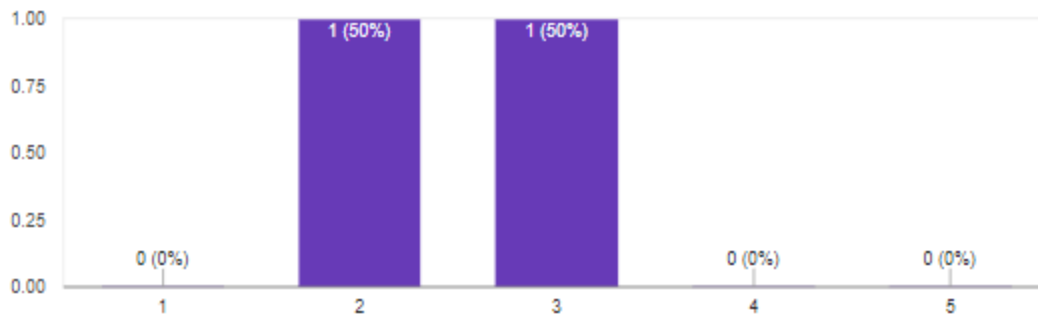
2 responses



### How is the game play?

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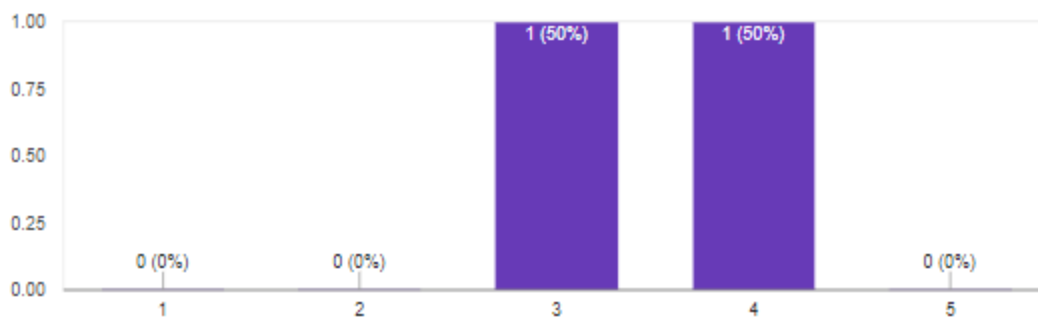
2 responses



### Overall out of five?

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2 responses



What do you like best about the game?

2 responses

i like the sword swinging animatons it feels very good

Killing the skeleton

What could i do to improve the game?

2 responses

why does the character move down a inch when it strikes a sword? add some objective.

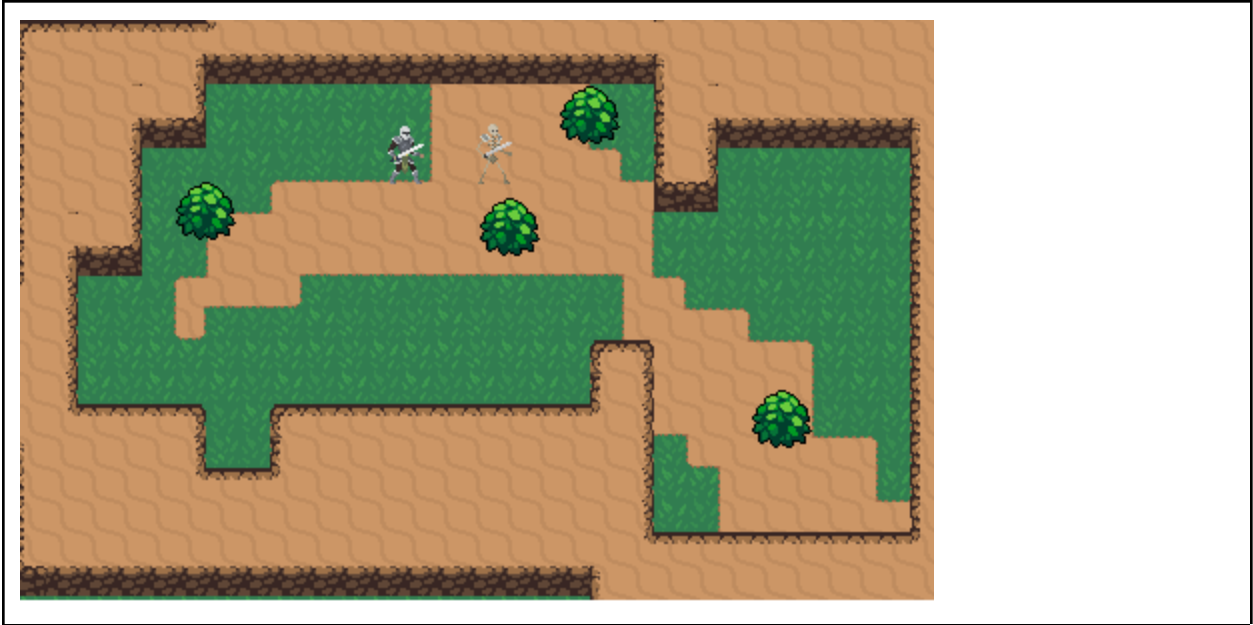
more skeletons

## Sprint #1 Project Reflection:

Things to consider when answering

- Time restraints
- Resources
- New knowledge
- Unforeseen problems
- Testing

Screenshot of the game at end of this Development Cycle



What went well and why?

The starting of the project and getting all the foundations of the game down e.g. tile maps, hit boxes, movement code and controls because that was straightforward and not very complicated and tile map collisions and collisions with objects in the level.

What didn't go well and why?

Having unforeseen problems with animation for movement and attack working with the controls and uploading the game to itch properly

What have you learned?

That coding is very frustrating but i also learned how to code animations and hitboxes with enemies and use tile maps and how to upload a file to itch properly and how to trouble shoot more effectively

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Sprint #2 Planning

What are your priorities and goals for this development cycle?

2d navigation of enemies to player, enemies detecting player, dealing damage with attacks(both character and enemies), health bars and damage values(player and enemies), level 2, menus(main menu, pause menu death menu) , character and enemy respawn. Level timer of 5 mins(when timer hits 0:00 you win), you win screen.

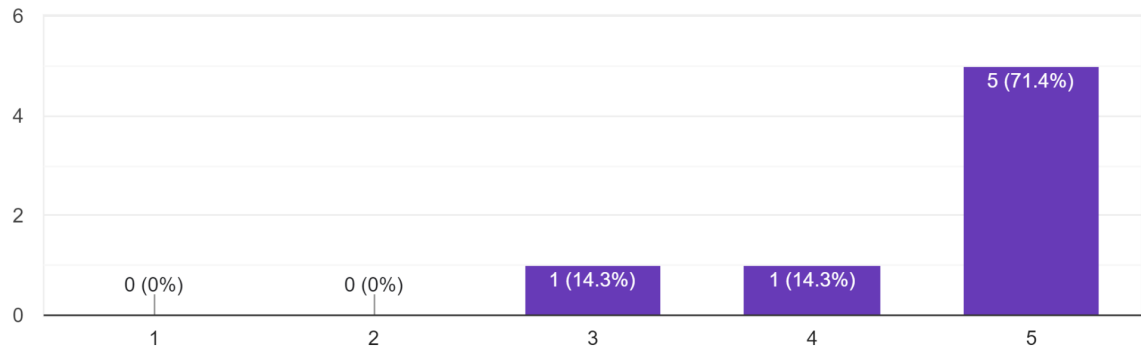
## Sprint#2 Feedback

You need to gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example [HERE](#)

Link to Feedback Responses. (remember to share the document)

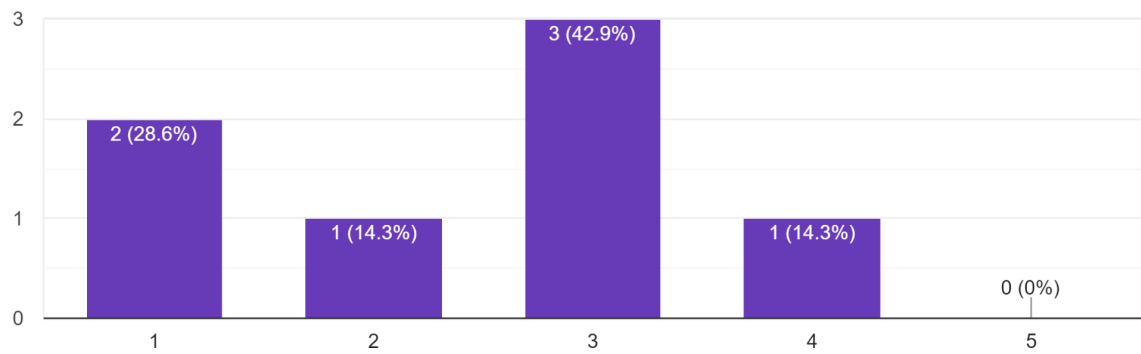
### How are the Graphics

7 responses

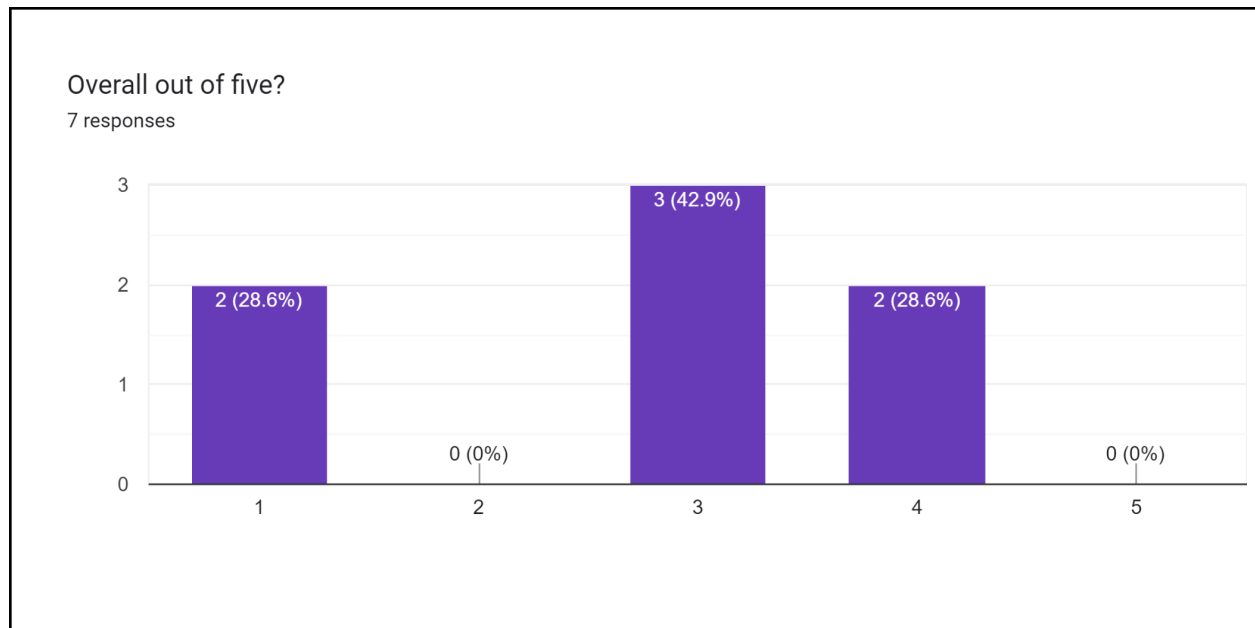


### How is the game play?

7 responses







## Summary of Feedback

### What did the feedback say in general?

make the level objective more clear, didn't know where to go for the next level and had to figure out the controls because, didn't know how to attack, make the game a bit bigger because everything was very hard to see because it was too small. whenever you moved diagonally or up or down, the animation would stop working. Have the skeletons have an actual AI and give directions on where the player has to go make enemies fight back.

## Sprint #2 Project Reflection:

Things to consider when answering

- Time restraints

- Resources
- New knowledge
- Unforeseen problems
- Testing

Screenshot of the game at end of this Development Cycle

What went well and why?

Testing went well and i learned some new things

What didn't go well and why?

Enemies don't move and there is no objectives unforeseen problems with Ai being way harder than i thought

What have you learned?

That i need to put more effort into this project and that AI is freekin hard

## Sprint #3 Planning

What are your priorities and goals for this development cycle?

Work harder and do this.  
 2d navigation of enemies to player, enemies detecting player, dealing damage with attacks(both character and enemies), health bars and damage values(player and enemies), level 2, menus(main menu, pause menu death menu) , character and enemy respawn.  
 Level timer of 5 mins(when timer hits 0:00 you win), you win screen.

## Sprint#3 Feedback

You need to gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example [HERE](#)

Link to Feedback Responses. (remember to share the document)

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## Summary of Feedback

What did the feedback say in general? Add directives for the player to understand what they're doing because a lot of people are confused about what they're supposed to be doing, which means they cant play the game. Add some text or a tutorial level that tells the player the controls because people didn't know how to move or shoot. Collisions were something that people wanted because you could just walk through walls like a ghost.

## Final Reflection:

Screenshot of the game at end of this project



<https://itch.io/jam/bhs2022final/rate/1554499>

## Sprint #4 Planning

What are your priorities and goals for this development cycle?

Go back to the old version of this game and make enemies move towards where the player clicks instead of making the AI run towards the player because I ran into trouble with that and this is an easier solution.

## Sprint#4 Feedback

You need to gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example [HERE](#)

Link to Feedback Responses. (remember to share the document)

<https://docs.google.com/forms/d/1xtGE2iw8irUDU-g5yahxfnnyRw9Sgg529Wav4OU5zog/edit#responses>

## Summary of Feedback

I asked my family for feed back they said that it was very good but the enemies could use animation touch ups and that it could be alot more polished but they liked that i went back to the main game and finished it up

## Final Reflection:

Screenshot of the game at end of this project



<https://20066.itch.io/sorrow-of-revenge>

## Final Reflection

What went well/poorly? If you had more time, what might you do? What would you do differently if you could start again?

The idea and art of the game went great. The part that went poorly was things breaking, me not having a better understanding of how things work, or just code problems in general. If I had more time, I would've been able to finalize most of the mechanics and make the game more enjoyable.

If i could start again i would find one idea and not overcomplicate things. I would focus more on the project and get main mechanics finished, not trying to add new features when im not even finished with the first feature. And would stick to one idea and not go off and change my mind half way through

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## Relevant Implications

How have you addressed the relevant implications that you identified at the beginning of the project?

Relevant Implication	I addressed this by..... Give specific examples
Functionality	I addressed this by testing my game with myself and other people to find bugs and things i need to fix like projectiles dissapearing before they hit something or enemies not following or even working i would get help and test it more to fix these issues to help give people a better experience when they play my game .
Asthetics	I addressed this by using an isometric artstyle, which helps bring my own touch to the game and adds more variety to the selection of other games, making the view of the game better to look at so its not boring and hard to

	<p>view making people not want to play it, people want something nice to look at thats why some games nowadays are praised for their graphics over their gameplay by people and critics.</p>
Useability	<p>I addressed this by adding a pause menu and a quit button because it's very annoying to have to ALT F4 someone else's game when you're trying to exit. I also added a pause function, so if you need to do something in real life, like going to the toilet or making sure your oven isn't burning down your house, you can leave and do things without losing in the game or having something happen while you're away.</p>



Name:

Grade:

## Use basic iterative processes to plan and develop a digital outcome

**Domain:** Digital Technology 1.9

**Credits:** 6 (Internal)

**Link:** <https://www.nzqa.govt.nz/nqfdocs/ncea-resource/achievements/2018/as91884.pdf>

<b>Achieved</b> <b>Use basic iterative processes to plan and develop an outcome</b>	<b>Example Evidence</b>	
Planned a digital outcome to address a problem, need, opportunity or interest	Used planning tools (Trello Freedcamp etc) to create an overall plan of what your game needs to be considered a success. This is related to your proposal or the given brief for the game.	✓
Decomposed the outcome into smaller components	Break the whole project down into sprints of a few weeks each. Each sprint will develop your game further. Tasks in each sprint should be small and specific not just (make an enemy)	✓
Planning and trialling components in an iterative manner	Sprints contain a series of small tasks that are developed, tested and evaluated then feedback from the planning and trialling helps to inform the planning for the next sprint.	✓
Tested the outcome to ensure it functions as intended	Final evaluation of the outcome relates to the brief/proposal and attempts are made to ensure the game works and is relatively bug free.	✓ ?
Described the social implications and end-user considerations that are relevant to the outcome	Shown an understanding of the relevant implications as they relate to game development and completed the relevant implications section for 3 chosen implications. Explanation <a href="#">here</a>	✓
<b>Merit</b> <b>Use iterative processes to plan and develop an informed outcome</b>		
Used information from testing and trialling to improve the outcome	Really good sprint evaluations leading to informed and detailed improvements that create a high quality outcome.	✗
Trialled multiple components and/or techniques and selected those which improved the quality of the outcome	You should have evidence of revisiting a task because it was found (from feedback or reflection) to be in need of improvement. Eg. you may have	✗

	done a main character then completely redone it because feedback or reflections showed it was a bit rubbish and could make a big difference to the overall quality of your game. You could do the same with code, levels, particle systems, menus, etc.	
Addressed relevant social implications and end user considerations in the development of the outcome	Not only did you consider a few “implications” from above, you dealt with them. Eg. Aesthetics- you re-do a level and add several new models in sprint 2 because after testing, the user thought it looked a bit disjointed (you had a bunch of textured objects but the main map was flat color- so you made the main map textured and added concrete blocks, brick walls and roads)	X
<b>Excellence</b> <b>Use iterative processes to plan and develop a refined outcome</b>		
Applied information from planning, testing and trialling of components to develop a high quality outcome	As above but the process was followed through in detail- your development log is highly detailed and comprehensive (lots of writing about lots of tasks) and your outcome as a result of the <b>process</b> is really impressive.	

Comments:

I guess you’ve learned that game design is hard? Your planning and testing were fairly minimal. When things don’t go well, you have to adapt your plan and keep moving forward. This passes but only just. Did it really “function as intended”?

## Develop a digital media outcome

**Domain:** Digital Technology 1.4

**Credits:** 4 (Internal)

**Link:** <https://www.nzqa.govt.nz/nqfdocs/ncea-resource/achievements/2018/as91880.pdf>

<b>Achieved</b> <b>Develop a digital media outcome</b>	<b>Evidence</b>	
Used appropriate tools, techniques and design elements for the purpose and the end users	Your development log has evidence that you can use at least two of the following pieces of software with some skill- Godot, Inkscape, Gimp, Pixelart/Piskell, Goxel, Blender	✓
Applied appropriate data integrity and testing procedures	The art/code/level is tested or evaluated- this appears	✓

	in your development log as a reflection or the results of testing. Eg. You have a screenshot of the model in game and you reflect on it in your development log- does it fit the art style? Is it efficiently made? Is it functional	
Described the social and end-user considerations that are relevant to the outcome	Same as the “Iterative design” standard- You do NOT have to do this twice! Ensure that you have answered this- explanation <a href="#">here</a>	✓
<b>Merit</b> <b>Develop an informed digital media outcome</b>		
Used information from testing procedures to improve the quality of the outcome	You manage to make a better than average outcome because your contribution is refined by feedback and reflection. You should show that you are quite skillful in your chosen area (code/level design/modelling)	
Addressed relevant social implications and end-user considerations	As above- only this time you have to not only show you understand some of the “implications” but you have ensured you have dealt with them.	
<b>Excellence</b> <b>Develop a refined digital media outcome</b>		
Showed iterative improvements throughout the design, development and testing process	Your development log shows that you have put a lot of work into developing the part of the game that you were responsible for. Eg. you have made several versions of the main character- each one slightly better than the other to end up with an awesome main character. This has been recorded in depth in your development log and there is evidence of reflection, feedback from other and consideration of other “implications” (mentioned above) that have guided your improvements.	
Applied design elements effectively	You have shown a high level of skill in your area on top of making an awesome outcome. Eg. You are a blender guru!	

Comments:

I think you’ll agree that this isn’t much of a game. The sprites are good, but I’m not sure you even made those yourself. I can’t lose and there is no objective. Very low achieved only because you spent 14 weeks and delivered “something” of a game.