

Level 1 Game Development Log

Final Game Link:

<https://andrewhales.itch.io/descend>

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	The art of a game. It's important for your game to have good visuals because if a game's art looks bad it will be hard to get people to play your game. For example if your game has a really good story and gameplay but looks terrible then a lot of people will base the game just on how it looks.
Functionality	How well the game works. It's important for your game to be functional because if nothing works then it's barely a game. For example If you get someone to play your game but its not functional then that player will get frustrated at the game for just not working. No matter how good the art or music for your game is, it won't be a good game if it doesn't work.
Usability	How easy it is to use your game. It's important for your game to be easy to use because if your games mechanics were buggy and not responsive then it would make the game difficult to play

Overall Project Planning

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

<https://trello.com/b/S9j1DqZC/descend-plan>

Sprint #1 Planning

What are your priorities and goals for this development cycle?

Get most of the game mechanics working before worrying about art/music.

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/spreadsheets/d/1ra_dh3pGzuHhH5uF6UbsQuRS50-wqVsBEONjc3SKzGc/edit?usp=sharing

Summary of Feedback

What did the feedback say in general?

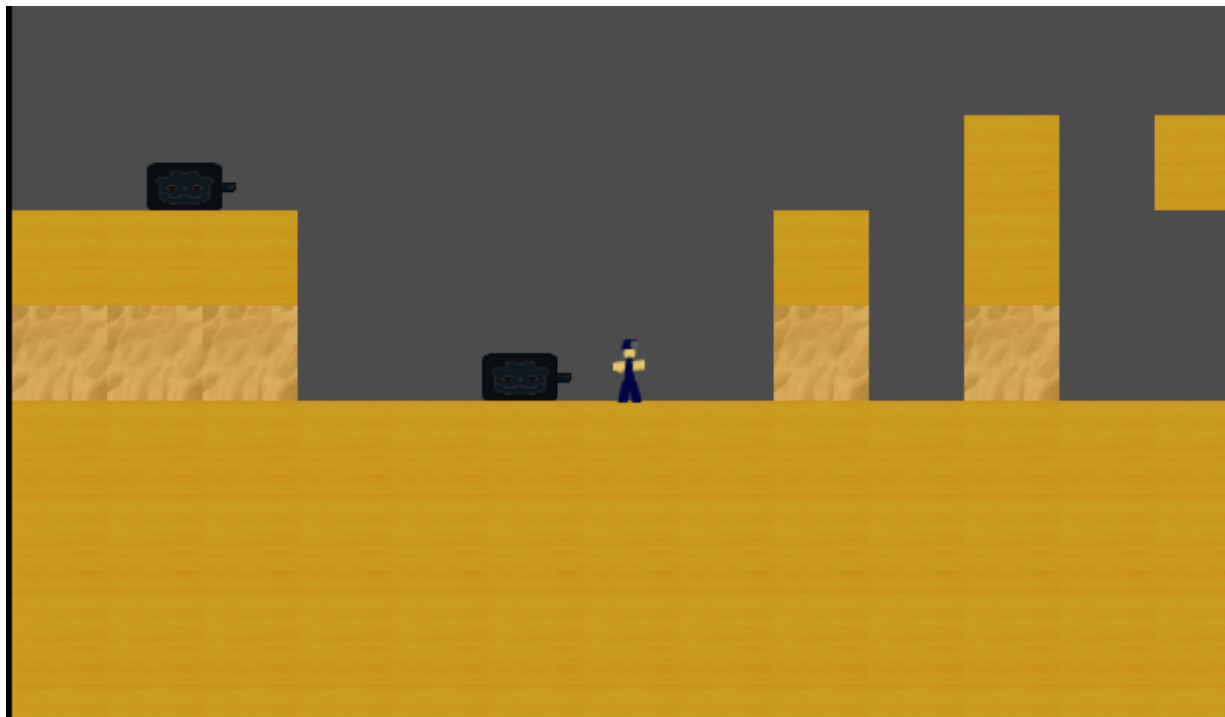
The players need more information on what is happening. Digging should be changed to require 1 click instead of clicking over and over again. Stop the player from breaking blocks that are behind other blocks. Add a way for players to see the controls

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?

Having the basics of most things i will have in my game will make it easy to create more content like enemies or levels

What didn't go well and why?

Art, I definitely could have done a little bit better

What have you learned?

How to find other objects

What are you most proud of?

The knockback mostly because it took me too long to get it done but when I did finish it I felt very proud

Sprint #2 Planning

What are your priorities and goals for this development cycle?

Make the mining mechanic better and hopefully have a full main level with a way to go between levels

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)

https://docs.google.com/spreadsheets/d/1XSnhcLQn3Ta4d_PCY6Q2Hs32UOV-tsuug5dhLsaSWok/edit?usp=sharing

Summary of Feedback

What did the feedback say in general?

Art - Good

Gameplay - Ok

Movement - Good

Digging - Good

UI - Ok

People liked a lot of the visual things (animations, sprites, start menu)

Needs more variety, digging is tedious, levels need more detail

Upgrades should be added, the game needs music, time limit for each level

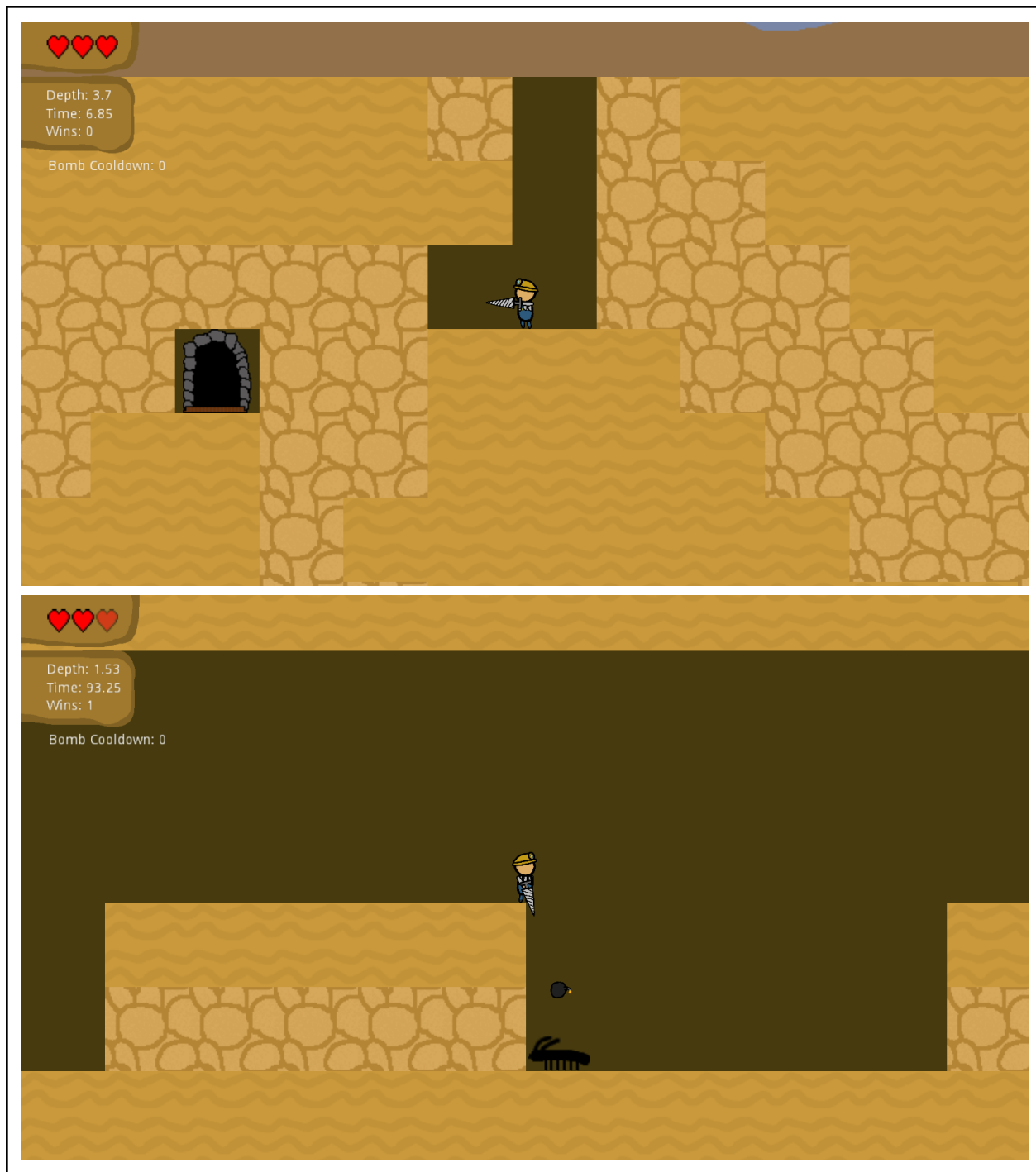
Overall - Good

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?

The art went better than I expected because I don't think I am that good at art. People liked the digging mechanic. They also liked some of the smaller details like the arms of the player looking at the mouse and the cracking start menu.

What didn't go well and why?

The digging mechanic was a bit buggy and sometimes didn't let you dig because instead of continuously checking for collisions I used on body enter.

What have you learned?

I shouldn't use solutions that aren't exactly what i want because they could perform worse than the real solution.

Sprint #3 Planning


What are your priorities and goals for this development cycle?

Add sounds, upgrades, more levels, Make digging smoother, make bombs damage blocks and Add more enemies

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)

 Descend Feedback (Responses)

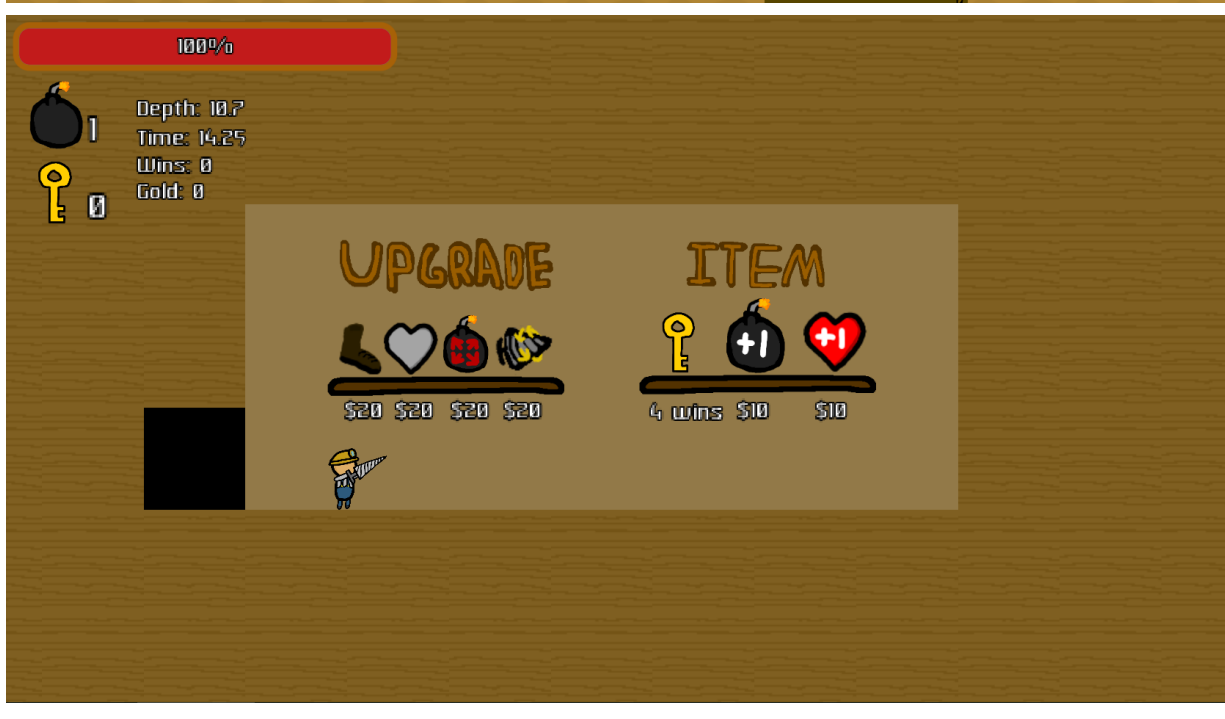
Summary of Feedback

What did the feedback say in general?

People liked most of the game but didn't like the digging mechanic. The lighting was most peoples favourite part of the game. One thing that most people thought should be added was a tutorial or guide for the game because not many people have any idea of what they are supposed to do. Most of the responses for "Is there anything you think could have been improved or changed?" are already in the game and the people playing just didn't notice or explore the map and find these things

Final Reflection:

Screenshot of the game at end of this project





<https://andrewhales.itch.io/descend>

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?

If I could start again I would find a different way to place the breakable blocks because I made them their own object so I had to place each one individually. I would have added music if I had more time and I also would have added a story. I think that the player went very well with the movement, digging and upgrades.

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
Aesthetics	Making most sprites in the game in a similar way to give them all the same style and adding lighting to the underground and each level.
Functionality	Fixing and improving any game mechanics that I found a problem with to make playing the game as smooth as possible. The knockback mechanic

	gave me a lot of trouble especially at the end of sprint 2 after it just broke somehow. I worked on it for a long time but I managed to fix it.
Usability	Ingame buttons are really easy to use because they only need 1 click and it is obvious what each button does. For example, the upgrade buttons. The sprite for each button should be enough for the user to tell what that button is upgrading

Name:

Grade: E

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>

Achieved Use basic iterative processes to plan and develop an outcome	Example Evidence	
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 here	✓
Merit Use iterative processes to plan and develop an informed outcome		
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)	✓
Excellence Use iterative processes to plan and develop a refined outcome		
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 process is really impressive.	✓

Comments:

Develop a digital media outcome E

Domain: Digital Technology 1.4

Credits: 4 (Internal)

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

Achieved Develop a digital media outcome	Evidence	
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 here	✓
Merit Develop an informed digital media outcome		
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.	✓
Excellence Develop a refined digital media outcome		
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: