

Level 1 Game Development Log

<https://itch.io/jam/bhs2022final/rate/1668495>

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?
Usability	Usability means is making your game easy for the end users to play and interact with. Usability is important as if your game isn't usable (unintentionally) then it will be annoying and hard for the end users to play and they might give up playing it. For example if your movement keys were "pqmz" it would be practically impossible to move around. Making sure your controls are understandable and your iu and menus are clear creates a much better environment for the end users when they are playing your game. A game with good usability is a game that is fun and easy for people to play.
Functionality	Functionality means how well your game functions. Functionality is important when designing games because you need your game to work well and ideally have zero bugs. If your game when very unoptimised, laggy and had a ton of bugs end users would not want to play your game. For example cyberpunk 2077, on release the game was full of bugs and bad ai so it was met with a lot of negative reviews with tons of people not wanting to buy or try it. Cyberpunk 2077 is a case where the game did not have good functionality but its other implications were met such as aesthetics. Having good functionality is so that the end user can have the best experience possible while playing your game. Without good functionality it does matter if your game has the best art since users won't

	even be able to play it!
Aesthetics	Aesthetics is how your game looks. Its very important to consider when making games as it is one of the main selling points of games and the thing that leaves the most impression on people. When you have good aesthetics you set yourself apart from other games of the same genre. For example resident evil its a hugely popular series in one the most common genres, zombies, its graphics and world environment is a lot better than other games of the same time so it immediately draws a lot of attention. All games no matter what genre focus a lot on aesthetics so that the game will look pleasing to users.

Overall Project Planning

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

<https://trello.com/b/1NafpYKn/digitech-2022>

Sprint #1 Planning

What are your priorities and goals for this development cycle?

My plan is to get the main outline of the game done such as the player movement and shooting, the enemies, health and damage.

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)

Summary of Feedback

I just asked my friends to play the game and give me feedback. Most of the feedback was how the movement and shooting were done pretty nicely and everything function as intended. Most feedback said the game wasn't too entertaining which is expected as a lot of the features were missing and it did look very scuffed..

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?

Making enemies went for smoothly then I thought

What didn't go well and why?

Definitely me underestimating how hard it was to actually code a game, nearly every time I fix an error another one comes up.

What have you learned?

I guess learning how to intense scene to spawn bullet and enemies went pretty smoothly. And learning about basic godot signals for childs.

What are you most proud of this sprint? Add a screenshot. What is it? How did you make it? Why are you proud of this the most?

Just getting the enemies to spawn properly. I made it how the tutorial said which was just to make the enemy a scene and create instances of it whenever you wanted it to spawn.

Sprint #2 Planning

What are your priorities and goals for this development cycle?

This sprint I want to get the majouriy of my major features down to make the game more fun and less boring to play. Features such as a bit of enemy variation and ramping up the hp and spawn time of enemy as game progress and a boss every few minutes. Adding randomize feature every 1 minute to give play a random buff and random debuff. Add chests they can increase player bullet damage and

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)

Summary of Feedback

The feedback from friends was good saying that the game was definitely more fun to play compared to sprint one however there was quite a few bugs and unintended features that i had yet to fix. Also they felt that the game needed a little more juice.

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?

I think all the new features I added went very well spare a few bugs here and there. It mostly worked the way I intended without to much issue.

What didn't go well and why?

One one feature that was a pain in the neck was a drop that you could get from a chest which gave you an extra bullet to fire. Firstly to get it working was a pain in the neck there were so many bugs so i tried a lot of different unconventional solutions which eventually worked. However even after getting it working i realized that it was a bit too op but i didn't want to get rid of it after i spend so much time on it so I made it into a very rare drop.

What have you learned?

100% a big part of this sprint was me learning to use godot global signals. It made it so much easier to do the things i needed to do.

What are you most proud of this sprint? Add a screenshot. What is it? How did you make it? Why are you proud of this the most?

Im most proud of the randoms buffs and debuffs you could get. The random feature and getting it to change every 1 minute was pretty simple however the sheer number to different buffs and debuffs there were (around a dozen in total) made it very hard to get it all to work together as they were all individually unique. This definitely had the most bugs out of every i did however once i fixed all of it and everything was working as intended it was very satisfying. The why i made it was i had a list of buffs and a list of debuffs and i would randomly generate two numbers using godot randomize. Each number would correspond to a buff and debuff so after the numbers were generated based on the corresponding buff or debuff it would send the relevant global signal that will cause the player to receive the changes and it would revert back after 1 minute when a new set of buffs and debuffs were generated.

Sprint #3 Planning

What are your priorities and goals for this development cycle?

Start to fix all the bugs and add some better aesthetics. Also create nice menus; title screen, pause screen and end screen. Add tween and particles to give game more juice. Make sure the game is balanced (not too hard and not too easy) by getting some play testers. Add some finishing touches such as tweening etc.

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)

Summary of Feedback

I got feedback from my friends that I shared it with and generally it was pretty positive, most said the game was pretty fun but wished they had more features such as different loot drops from chests or more different unique enemies. They really enjoyed the randomize feature every 1 minute though and thought that was pretty cool.

Final Reflection:

Screenshot of the game at end of this project

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?

I think the main feature of the game having random buffs/debuffs every minute went really well (although there were a lot of bugs I had to fix). Then shooting and enemy spawns changes also went pretty smoothly without any issues. What went poorly was definitely the art and sound effects, I didn't really have enough time to make the art look good or add any sound effect which is why the background is very basic and the enemies are the basic godot icons (that was kinda of on purpose though). If I had more time I would definitely add more art and sound effect to improve the aesthetics of the game. I would also add more gameplay features such as more loot drops from chests and different enemies. I would definitely work more efficiently if I started again and not waste time on things that ultimately didn't work out such as getting the screen to glow a certain color when the screen shook. I would also test new features before trying to add them to the game and getting 1000 bugs cause then I would have had much more time to add cool stuff.

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
Usability	I addressed usability by using very simple and standard controls (wasd for movement and mouse and left click to aim). Having simple and recognisable controls like this makes it easy for the end user to play the game and allow them to have a more enjoyable experience. The controls were also included in the description for people who aren't familiar with the standard controls.
Functionality	Through a lot of playtests and feedback i managed to eliminate almost all the game breaking bugs (to my knowledge) and a lot of the minor ones. This is so that people playing the game wont be affect by randoms bugs that could ruin the game for them. I also received some feedback that game got really laggy the longer the game went on. To solve this issue I made sure that after a certain time period the chests that you didn't claim would disappear so that the lag would not be as intense.
Aesthetics	For aesthetics I used a lot of tweening for the hp bars and the screen shake to give it a cooler effect. And used particles for cool stuff to make it stand out. The color of the particles also complemented the background nicely. Out of the 3 relevant implications this is the once i addressed the less because in the end i didnt really have enough time to make art.

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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>

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 trialing components in an iterative manner	Sprints contain a series of small tasks that are developed, tested and evaluated then feedback from the planning and trialing 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 trialing to improve the outcome	Really good sprint evaluations leading to informed and detailed improvements that create a high quality outcome.	
Trialed 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 (your 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 trialing of components to develop a high quality outcome	As above, 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

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/modeling)	
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 others 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: