

Project Documentation

Nathan

Working with: Corbin and Bradley

Task instructions

Write your own 400 design review that:

- 1. Evaluates each group members' design, level and feedback.*
- 2. Justifies the group's decision on which game to continue, and any changes from the original design.*

Rageful Avians: Metamorphosis

Rageful Avians is an infinite side scroller with an Angry Birds Transformers type playstyle. A positive about this game is that it is incredibly easy to make and takes minimal effort to complete. However this type of game also means that it is hard to make levels out of it. It is designed well but it isn't overly fun to keep playing it. The feedback provided showed that the game was created well, however they admitted it was boring to play. While this game was good for the first task, now that we have to make levels this game probably won't be a great choice for this task.

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Lucas' Leap of Faith

Lucas' Leap of Faith is a platformer where you need to get from the start to finish. The game is simplistic, which allows levels and designs to be created easily, however, like the last game, it lacks replayability. The level design is fun for the first time, and can keep you interested in the first playthrough, but there is still not heaps of variety in the obstacles. The feedback given allowed him to update the game, fixing the minor bugs and glitches in the game, and make the game more playable. The feedback also said they probably wouldn't play the game again. This game is good but we probably won't choose this to try and be a bit more original and to make it more of a fun game.

Salad Shopping

Salad Shopping is a top down horror shooting game where the player must escape the grocery store. This game isn't designed overly well but there is a good idea behind it. It does have good gameplay mechanics and movements. The level isn't really fun to play as it is just you getting a key and leaving, but it does have a good map and is spread out evenly. The feedback further expanded on how the controls worked well, but they thought that the game was unfun to play. This game has a lot of potential, so this is probably one of the better choices for this task.

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Chosen Game

The game we decided to use for this task is Salad Shopping. We decided that the game had the most potential and that it would be easiest to incorporate a level system into this game. The code for most of the game is already written, meaning there is not a huge amount of stuff that is needed for the game. The other games didn't really allow us to incorporate a level system, and both lacked replayability and as much of a fun aspect.

We will add weapons, enemies and some form of fighting aspect to the game in order to make it more fun to play, as well as boss fights and combat rolls.

These changes will be made in order for the game to be more fun, as well as making it more replayable and overall just a better experience.

Project Management Spreadsheet

<https://docs.google.com/spreadsheets/d/1HHXCyiFONRUR2HSdeVSpdxAyzanYXhsW6O9AxCfqgGc/edit?usp=sharing>