

Assignment 2 Questions Template

Make a copy of this document. Answer the following questions as a group before leaving class today. Turn in one document per group.

1. List Uniqnames of each group member separated by commas - If you are working individually, please just list your Uniqname

Answer: iansm, tobiasal, willizhe, xinzhouh

2. You might have noticed that the gameplay description doesn't quite make sense. Comment on what was unclear and why. Describe the specific revisions you would suggest.

Answer: The document frequently refers to “power-ups” and “power-downs,” but it doesn’t explain how either of these will help/hurt a player’s ability to score. Section 2.b. also makes mention of “AI characters,” which are not explained anywhere else in the document. The size of the arena is also unclear; based on the image in 2.a. it looks small. Will the viewport pan across the arena as the players move, or is this image zoomed in? In general I would suggest clarifying what the specific game elements actually do, as well as giving a more precise description of the scale of the arena.

3. You might have noticed that risks #1 and #3 are very similar. Why do you think the authors treated them as separate? Discuss any benefits or problems associated with this document design choice.

Answer: It is because they are two extremes while on the same type of nature, risk #1 is if the game is too hard, it is possible that it deters the casual audience from playing. On the other hand, if the game is too simple, then it is possible that its target audience may not want to purchase it and replay. The main problem with this document design choice is that it results in a few redundancies; both sections have playtesting stated as the solution.

4. What other risks, if any, do you think should have been addressed? Explain why.

Answer: One risk that has not been addressed is what happens if they need more funding or go over budget? What is their plan to raise more revenue should they need it? The impact of going over budget could kill the game and prevent release. Another

potential risk is taking more time than needed to develop a certain feature. What would happen if there is a critical bug that takes up a lot of time to fix? This could impact the development timeline by causing a domino effect of causing other features to be late.

5. Comment on some grammar/usage error (think Gopen and Swan, Ramsey, if it helps). Describe what effect, if any, these grammar/usage errors have on the document's effect on the reader.

Answer: In some of the sentences, the distance between the subject of the sentence and the verb is relatively far. This makes it much more difficult for the reader to follow the flow of ideas in each paragraph. Also, there are a lot of “smaller” grammatical errors such as an incorrect use of “there.” While a reader can gloss over these, it still makes the document look unprofessional.

6. What's wrong with the last line on page 6?

Answer: The sentence starts with “Once the object is grabbed[...],” which does not flow from the previous sentence. This sentence would be better placed before “However, the grappling hook[...].”

7. What's wrong with the first line on page 9?

Answer: The “categories outside the main game mechanics” are not clearly specified, and the use of language is too vague, such as “a lot of coding”, and “a good portion of it”, it should be specific metrics, such as estimated lines of code. Also, the clause starting with “A lot of coding” is itself unnecessary and distracting from the paragraph's focus.

8. What are the THREE most important changes you think these authors should make before they send their document upward to whoever asked for it? List them in order of priority.

Answer:

1. Correcting all grammatical errors
2. Addressing the risk of potentially going over budget or missing a deadline
3. Clarifying certain game features (eg. AI characters, power-ups/downs)