

# Differences between Alpha Build and Design Document

When comparing Beyond The Keep's Alpha build to the work presented in the design document, the most noticeable change is the removal of the turn based combat system. This system was removed due to many reasons. The first being the issue of time, our team felt that adding in a turn based mechanic to the game, actually extended the average play sessions far beyond what we initially expected it to be. Beyond The Keep's core design pillar is based around short, strategic gameplay. By adding two different stages, this core design pillar was no longer in effect. Another reason as to why we cut out the turn based mechanic, was that it did not appear to add anything to the game. The initial concept proposed that there would be a more enhanced strategic experience by incorporating a turn based mechanic, but this proved not to be true.

A proposed single player campaign was also removed from the alpha due to Beyond The Keep's focus on local multiplayer. While a single player game would allow players to play short games on their own, it conflicts with the local multiplayer design pillar. With previous rational in mind, our team decided to cut it from the short timeframe of the Alpha build, our team felt it would be best to focus the development time to getting the core game mechanics working on a tablet.

Beyond The Keep was originally designed to be played on a Windows tablet. This was changed to a Android tablet game, as we found that Android applications are far easier to develop for. As an example, when developing the Alpha build, our team needed to produce rapid prototypes to test on a mobile device. Android development in Unity allowed us to produce an APK which could be tested on multiple devices including mobile phones, within seconds.

Finally, while there is a menu option for energy displayed in our game, we had not included this aspect into our Alpha due to time constraints. This feature will be included in the Beta build, as a polishing to our core game mechanics. It is very important to note that this feature has not been cut, unlike the others. This feature provides multiple balances to the game, as well as addresses a key issue of keeping both players engaged during gameplay.