Part I: Project status update

Changes:

Our core scope has not changed for this project. We have three levels, objects to dodge, energy mechanics, and a good feeling controller for the player. We had so many ideas in the beginning about possible mechanics, but we really quickly whittled it down to the core mechanics we implemented and are refining now. We started with clear roles and even as we approach the end, we are still able to stick to those roles and have each been contributing and fulfilling what we agreed to.

Current State:

We have a working game that allows the bird to move, energy depletes, there are items that give back energy, and obstacles to dodge. We still need to fully implement enemy mobs, but there are environmental challenges that still make the game fun and challenging. The assets are almost done, however there still needs to be some polishing in how the levels look. They are a bit sparse and they will be filled out with the more cosmetic aspects throughout testing. We also are messing with different effects to give our project a more complete look and feel. Our base mechanics are all in place now, but we would like to finalize a few design elements before testing as well as ensuring that all interactions between mobs work correctly.

Overview of Contributions:

*Includes tasks already finished as well as in progress

Anthony

- Initial setup for Unity and Github/ helping the rest of the group get set up and comfortable in engine

- UI design and development
- Bird/player mechanics and initial proof of concept

Brandon

- Bird controller/ refining and testing
- Environment design/ level design
- Addition of backgrounds/ fog effects
- Implementation of enemy interactions

Charles

- Jira board creation and management/ general project management
- AI for the enemies
- Fleshing out enemy design

Megan

- Design documents for mobs
- Asset creation for mobs, environments, interactables
- Environment design/ level design

Michelle

- Environment design/ level design
- Addition of dynamic background assets
- Final level arena
- Level development

Part II: Project Testing (2-4 pages double space)

Introduction

1. **What is your target audience? (age, occupation, comfort level with technology, etc.)**

Our target audience is players with a general familiarity with video games. They have some experience with technology and are comfortable with a basic mouse and keyboard, but may not have extensive experience using these peripherals for video games. They have played several video games, but may not have played through several in many genres. They may hold any occupation but spend enough time with technology that they may consider video games/ technology a hobby or interest.

2. **Who will be testing your project? If you have a user group, please state everyone's names (first names okay) and describe how they fit your target audience demographics. Otherwise, just do this part for your client.**

Skye- 23 years old, comfortable with technology and plays video games, however typically plays mobile games or plays on a Nintendo Switch. She is less comfortable with a mouse and keyboard for gaming. Tested in person.

Jon- 29 years old, extremely comfortable with technology, has played many video games with both controllers and a mouse and keyboard. Typically he plays first person shooter games, and is comfortable with many control schemas and has played a wide variety of games. Tested in person.

Kyle- 24 years old, extremely comfortable with tech and video games. Plays a wide variety of games and is very adaptive to new types of game, playstyle, mechanics, etc. Mouse and keyboard are well within his comfort zone. Tested over Discord.

3. **What are the main tasks you would like your client/users to be able to complete while testing? Your tasks should be specific and measurable (i.e. Can they sign up and log in? Can they navigate to one specific part of the site? Are they able to play**

through the first level of the game?). To get good feedback, you should have 3-5 tasks to test them on.

We wanted to see our users be able to:

- Use the basic controls with the bird (can they glide, pitch upwards and downwards, turn?)
- Use the abilities (sprint and time slowdown)
- Finish all three levels within a few attempts
- Understand the story being told

General Feedback:

Users were all able to pick up the controls easily. There was some struggle with level three which one user saw as part of the story, which was the intent. Others found it difficult and did not make a connection to it being a story driven choice. Users did not seem to utilize the time ability, however some of them used the sprint ability. Players generally found the experience fun and seemed to feel that the pacing and length of levels were fitting. Some feedback on the aesthetics was that some of the assets did not match the style; there were some placeholder assets in the build given to testers.

Notes/ Task Completion

	Basic Controls	**Abilities**	**All three levels**	**Story**
Skye	**Was able to quickly pick up the control scheme Able to glide, dive, turn upwards**	**Did not utilize abilities. Reflected on how it was a lot to remember with little to no 'WASD' control**	**Was able to complete all three levels, took a few attempts on level 3**	**Commented on the story and understood**

		experience.		
Jon	**Easily picked up the control scheme, had no issues with basic controls.**	**Utilized the sprint ability, commented on potentially changing the keys and making spacebar be contextual and being the sprint, as well.**	**Completed all three levels, took a few attempts on level three**	**Had a moment where he discussed the challenges of each level and how "that's the point!"**
Kyle	**Picked up the control scheme immediately. Discovered skillful ways to leverage the controls to get to the end of the level**	**Utilized the dash ability and the time stop ability.**	**Was able to complete all three levels, discovered a bug and exploited it to gain an advantage on level 3**	**Did not reflect much on story or implications of the gameplay**

Where Users Got Stuck

Users did not seem to get stuck until the last level. All of them were able to complete it within a few tries. The controls seemed to be intuitive, although there were many keys to remember and on the first level, players had to learn the different controls.

Improvements:

Users suggested a number of changes to make to improve the experience and quality of play. One user suggested boosting pads or wind tunnels to accelerate the bird, allowing for more air time and opportunities to become familiar with the flight controls. Another user suggested that 'Shift' be used as the boost button, which would mimic sprinting in most FPS games and be more natural as a 'speed enhancing' button to PC gamers. Users commented on how zone boundaries could be more clearly defined, since the bird can hit an invisible wall high

enough to not notice the goal marker. Other suggestions were made to iron out bugs and add polish to the product, including switching out temporary assets for final ones and adding SFX. We replaced most temporary assets and plan to replace any remaining ones before the festival. We also need to merge UI and SFX into the current build. In the long term, we want to add a final level after the third that would showcase all of the challenges players faced as well as an ending cutscene.