# Report

Introduction

Our game is a multiplayer 1-on-1 arena, played on a grid. The novelty is that the grid tiles will shift in height every turn. I mostly worked on code for the prototype, wrote the game design document and created two models.

Contribution towards project (List of tasks you completed)

Creation of concept document

Writing the GDD

Implementing the grid structure and the A-Star pathfinding

Pair programming the height shift mechanic

Creating the model for the robot and the turret

Self assessment

This project has shown again that I am bad time management when I have to do it for myself.

Comparison of results against concept/design document

Since we decided on a relatively small and barebones project there is barely any kind of change to the initial design. For our prototype there have been more changes, we changed from a local multiplayer to a hotseat approach since the multiplayer would have required extensive work on synchronization.

Discussion of successes

I think in terms of the prototype we almost completely achieved what we set out to do. We did not manage to make it local multiplayer since the synchronization problems would have taken too much work.

The GDD is filled with all the information we have but there is room for a lot of improvement.

Areas where more work is needed

The GDD need to be filled with more information about the finished game, right now it describes the groundwork for a game. Also the GDD need a lot more illustrations, which we do not have since we had no one from an artist course.

Areas for further enhancement

The score system needs more developing. Right now the idea only awards points on a damage dealt basis, which runs into a problem when healing abilities come involved.

There are heroes needed that are not just prototypes and the amount of abilities needs to be pinned down.

Additionally since no artist were involved, there are no art assets in any capacity.