# Evaluation

The final game very closely matches the requirements outlined in the Concept section of my GDD. All the main points have been met for the art style and target hardware. The Genre section states that the game would have many levels, but I went for quality over quantity and I think my time was spent better designing a few higher quality levels. The only key feature I left out was basic enemies. I instead decided to go for static objects. I did this because I felt that the gravity switching mechanic didn’t warrant dodging enemies while timing jumps simultaneously. This would make the game more stressful to play, rather than fun. As for the setting, I think the sprites represent this quite well.

The Specification section of the GDD matches even closer to the final game. The user interface is identical to the one in the game, and the assets section is also accurate. The only thing I missed out was the inclusion of the small enemies which are mentioned in the mechanics and characters sections, and I already explained why I opted to remove them. The mechanics also states that when the player finishes a level, they get a life. I feel this would make the game too easy. Otherwise, both of these sections are spot on too.

I think the UI works really well for this game. It’s simple but has enough information that you can see exactly what’s going on. The gravity bar is ideal for helping the player time their jumps. The sprites also work well, since they fairly effectively show the setting while not being too hard to understand.

I think one thing which could be improved would be the design of the life bar in the UI section. It uses one “I” for each life the character has, similar to roman numerals. This is confusing since if the player has two lives, they might think they actually have 11. This could be fixed easily by changing it to a sprite. The specification also doesn’t really specify what happens when the player runs out of lives. This would be fixed by just adding a simple game over screen.

This game would probably appeal most to players who are “Achievers” since the main goal is to complete all the levels in the game. If the game was longer or had secrets in it, it could also appeal to explorers.

I used Visual Studio to develop this game. It worked well and was easy to navigate, but it is not at all ideal for designing levels, since there is no graphical way to place objects. This leads to a lot of back and forth between the IDE and the game to make sure everything’s placed perfectly.