# Introduction

We chose to make a platformer that is based in a futuristic society, where you have to collect upgrades for a car, which not only progresses the game, changes the way the car ability interacts with the player and level.

We chose this as it fit with the theme, however was not a typical driving game. The car is autonomous and the game is set in a futuristic time.

# Project Management

While developing the game, we used the Parallel development methodology, as everyone worked on different aspects simultaneously, which came together in the creation of the prototype.

This may have hindered us, as we only had a small group, resulting in more delays, as we were limited in how many aspects of development that could be worked on at once. This did however, mean that if one person had gotten ahead of another – they could assist until everything was caught up.

We had weekly meetings and discussed how the project was going, what needed to be done, etc. however more frequent meetings may have been more beneficial to make everything run more smoothly, making sure everyone knows what is needed to be done and when.

# Implementation

Technical plans (Script construction approach, UML used, mechanics adopted)

Implementation of player control, scoring, end of level, game over etc

The turret does not work as first imaged, as it only shoots in the direction it is placed. Ideally, this would have been able to aim up and down, but due to time constraints this was not possible. Also due to time and technical restraints, the enemies were not able to be implemented, which would have continued the difficulty curve.

# Prototype Walkthrough

Instructions to successfully complete the prototype

# Play Test

Create a survey and post results

# Discussion

The prototype did not include some features mentioned in the GDD, such as the human enemies, due to time constraints. There is also no story in the prototype.

If done again, we would include a bigger team, in order to be able to work on more aspects at once, resulting in a more fleshed-out prototype in the time allotted.

Good/Bad points

How difficult was the implementation and is it as expected

Outcomes of user evaluations

# Conclusion

Summarise the assignment