

**CTCH 312 2nd Project Meeting**  
**Maksim Sharoika AND Simran Brar**

**(1 mark) Acting Like a Designer:**

**Briefly describe how you have been doing the Iterative Process of your Design.**

Definition of the iterative process: The iterative process involves creating, testing, and revising a project until all of the product features are complete. And then sometimes going back to refine the processes themselves.

We have been doing the iterative process by incrementing game functions, feature by feature. First, we started with a plain box background and a character (dog) that can move left and right on a single rectangular platform. Afterwards, we added more platforms and the function for the character to jump. Finally, we created a level progression functionality along with 3 other levels with different platform designs.

In the next major iteration, we then added the enemies. Then, we added the treat system (scripts and images) and finally the level finish functionality screen functionality (a more verbose method compared to the previous iteration). Finally, we added the second character (cat), assigning different controls while also making sure the script can handle both characters performing actions at the same time.

In our final iteration, we plan to add more obstacles such as lava, water, and wind; while also finalizing the character's abilities to deal with such obstacles - in addition, if time permits, we may attempt to add a "multi-stage" boss fight at the end with a big ghost; or maybe "pest patrol" trying to catch the cat or dog.

After each feature, the game is tested and any improvements or bug fixes are worked into the requirement for the next interaction.

**(1 mark) Design Goals:**

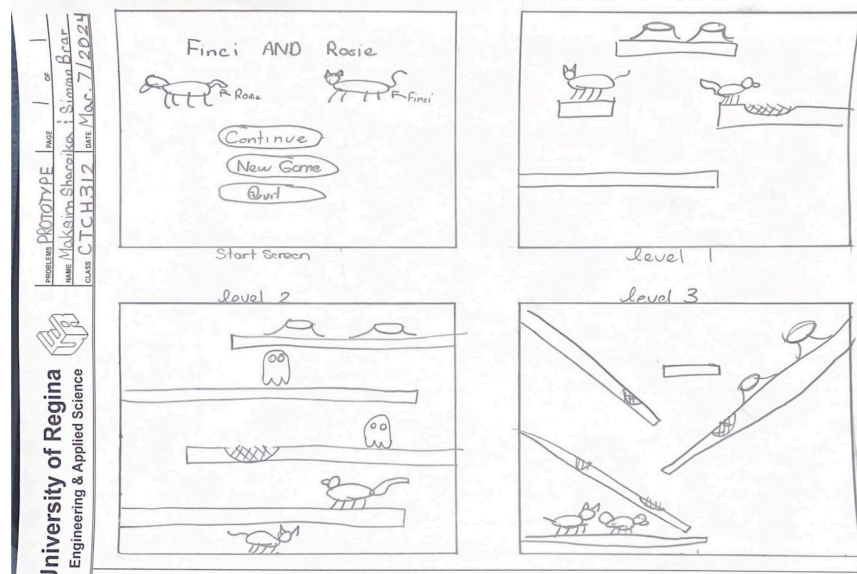
**Describe what your final design goals are.**

Our final design goal is to have 3 fully functioning levels that have increasing difficulty filled with a variety of interesting obstacles. Also, we are working towards the goal of a complete set of sprite animations for every character. And, images for each action, entity, and item in our game. We also want to make sure that the level progression logic is intuitive and offers some sort of storyline for players to enjoy. Finally, we would also like to have close to no bugs in the game and the ability to start the game from previous play progress.

**(1 mark) Paper Prototyping Plan:**

**What kind of prototyping have you been using?**

We are using a modified paper prototyping method which you can see an example below. The low-fidelity paper prototyping gives us enough details for our relatively simple game while also being time-efficient. It helps make sure we are all on the same page about level design. Paper prototyping means we can easily move stuff around and it won't take too long - It is very helpful in level design. To note, our storyboard is a more detailed version of a paper prototype.



**(1 mark) Game Testing:**

**Describe how you will do game testing.**

We will do two levels of game testing. The first round of game testing will be our group members, as we created the project it is easy for us to test and immediately fix bugs. The second level or round will ask classmates to test out functionality and find any bugs they come across while playing the game. If we have time we may ask other students to play test our game to check usability. Testing is important as it allows us to know if we missed any bugs or if there are any playability issues such as an impossible jump or undefeatable enemy. We are resorting to a simple play-testing model due to a lack of industrial resources and manpower available to development companies.

**(1 mark) Auto Evaluation Questions:**

**Include a list of questions that you have at this stage in your process.**

- What are the testing expectations? Is three levels enough or should we plan for more?
- Should we create a high-fidelity prototype? Or any additional documentation for the future?
- How long should our game be in terms of playtime? And, how is the playtime of the game measured?
- What are your expectations of our story arc in this game?
- How far along should we be right now to meet the deadline for this project?