**Playtest One to Final Game**

The next sprint goal in two weeks is our final games. Complete gameplay is the first concern, followed by expanding the gameplay and incorporating what you learned from playtesting to improve the game.

Stay player focused! Answer all the questions thinking about what you want the player to experience. Make sure the game communicates clear objectives and choices to the player, and that the player can tell how their actions impact the environment and cause them to ultimately succeed or fail.

1. Summarize what you learned from the playtesting. What’s working, what isn’t, what surprised you.

Kyara: Mostly everything was working (i.e. attacking enemies, shooting at them, moving around with WASD) but the mouse cursor was a problem because the player wasn’t able to turn around as they liked. What surprised me was the music being too loud and when lowering it, it’ll higher up without reasoning. Some complaining about the game lagging as you progressed more into the game.

Spencer: I learned controls are vital to people wanting to play your game. We should probably fix the controls, like the mouse and such. Need to reduce the overhead of the game, because right now it runs like crap on WebGL. We put so much time and investment into the multitudes of ideas for the game, but no one even had the option to see any of those options because the controls were so poor.

Jose: The game needs to actually load to be playable. We need to find a better way to give the players our game without it having to take up so much time loading up on Newgrounds. From what one player could play, it was playable to an extent, but the controls were vague.

1. Review together the intended player experience from start to finish and summarize here the intended final deliverable, emphasizing any changes from the last plan.

We need to tighten up the controls and fix many of the bugs that were present. The current iteration of the game felt extremely rushed, despite having so many cool concepts. We want to scrap the networking idea and just tighten up the animations, add a limiter to the number of spines you can shoot, add control-based sliders on the menu screen, fix up tank movement to feel more realistic, add in more sound effects to give a better representation of the game, and profile the game to decrease overhead. From the last plan, we added a slider to adjust the volume of the background music. We additionally want to add a sound music menu where you get to choose what songs play in the background and an avatar maker screen. We have to fix the pop in issue that causes lags to some players as they continue the game and stop the beans from moving when they die.

1. Discuss the effectiveness of your team coordination through this last cycle of development. What do you need to do to ensure you can deliver and that everyone can contribute?

Kyara: Be able to push and commit on my own branch because of the repo changes, I had to work off of Spencer’s branch, it might be a version issue since my Unity updated to 2020.3.2f1 . On another note, I’ll work whenever I’m available, time management issues have happened before but I can contribute an hour of my day to get the sound menus, etc, finished.

Spencer: We need to make sure everyone is on the same version of unity. Every time one of our members committed to master, we had to make sure to first delete their scene and all prefabs, because they would get corrupted in the merge. As such, much of the commit’s are in my own history with my teammates names as the commit message. We will work to ensure they are able to contribute fairly, because much of our personal work collisions has occurred due to incompatible versions of Unity.

Jose: I need to find an alternative in my own time on how to deliver the game to our users. Other than that, I need to make sure my side o the backend logic of the game runs smoothly if not better so my team doesn’t stress and our players get a playable experience.

1. As specifically as possible, decompose the above deliverable into responsibilities and indicate who is doing what and by when.

Kyara: Sound design - sound effects for the monster, including idle sounds, hurt sounds, spine shooting sounds. People sounds - screaming, “What is that?!?”, “Run away!”, with exclamation marks above the bean’s heads. Add a control menu because many people noted there was no controls menu to help them move and attack. These tweaks should be decently working by Thursday 4/29.

Spencer: Profiling to make sure the scripts are working properly. The game runs very slowly, and we need to go through and see what the bottleneck is to increase WebGL performance. Works great on Unity, just not WebGL.

Jose: Fix the NavMesh to work on the Tank and the Helicopter. Remove enough NavMesh components to decrease the game overhead. Fix bean activity to be less random, more like a wandering GTA character with an actual destination.