

Endless Wasteland Action Plan

Issues:

During the course of the project, I have done a couple of usability demos to see what people think of the game and what issues people bring up. One of the recurring issues is how the dog is run, some had issues with how the dog finds the items and expected it to find places immediately when pressing the “Search” button. Another issue regarding the companion is the difficulty of figuring out which mode the dog is in.

Another issue is with the map and how barren it is, some mentioned how there’s a lack of buildings to visit and more areas to explore.

One big issue people have mentioned is the lack of goal in the game, some wasn’t sure if it was wave based or if it was only those enemies.

Solutions:

One solution is to create buildings and more variations in the map to make it more interesting to travel and find things. Another solution being reworking how the dog finds its items or key areas (potentially through the use of raycasting and either collecting or attacking whatever the raycast hits). One solution regarding the lack of goal is to make respawning enemies in certain places.

I would also intend to fix any bugs and glitches that are currently in the game to ensure that the game would be completed in a stable state. I would also add additional key features into the game as well, such as audio, music, visual effects, and many more.