

Post Mortem

Slide Trigger Bayonet: Yggdrasil - Tag D Back

1. Introduction

Slide Trigger Bayonet is a 2.5D top down hack and slash shooter survivor style game. Built on Godot 3.5 then migrated to 4.2, this game was designed for windows.

The original objective was to create a novel game based on all the ideas that were gathered in the planning stage. Among them were: Hack and Slash, Shooter, Top down, Physics based, Farming, and Base building.

This project was created for a University Gamedev Course 2024.

Team:

LinusAWZZL (git) / ZhouZhi (itch.io), Movement and Terrain Generation

Rafifpriyo (git) / , Spawners and Weapon design

Idpadt (git) / , Enemy AI behavior and Boss design

Midebar (git) / , UI elements and menus

2. Project Timeline

Due to being a novel design which had too many elements included in it's design, the team experienced delay after delay. This might also be related to the team being a smaller team consisting of a mish-mash of people who for the most part didn't have a clue on what they were doing.

Summary of our's 4 months developing STBY

- Godot is maybe not the best one but it's definitely a good one
- Hectic tapi santai
- 3D itu lebih aneh dari 2D. Lebih sulit dibayangkan dan dibuat.
- Seru-seruan pas sesi brainstorming awal tapi kesusahan saat developing fitur-fiturnya.

3. What Went Right

Nothing.

Well, our review process was quite good as only 1 major bug slipped through the cracks, the game not running correctly when launched from the compiled file.

4. What Went Wrong

The greatest problem is the project was designed for a team much larger than what was available with far too many features to be implemented. The root cause of this problem is that the team did not trim off features early enough thus leading to the lack of focus on critical components of the project until much later when several features were axed.

Playtest was not in a minimum viable product state thus preventing us from getting proper feedback on the game.

5. Lessons Learned

- There is a lot more work and difficulty in game development than initially understood
- Playtesting is extremely valuable as it can help in giving a clearer direction in what needs to be made and opportunities for playtesting should not be squandered.
- Finding themed assets is difficult and should instead have inhouse artist/designer
- Each members' view on a feature can be drastically different
- Komunikasi itu penting
- Review penting, menghindari bug
- Game feel lebih sulit dibuat karena kebutuhan primer perlu direalisasikan terlebih dahulu seperti perlu pakai aset (aesthetic), mekanik (behaviour), objek (object), dan alasan berupa limited resource (Conflict, resource, goal)

6. Team Feedback

There was little to no team dynamic as prior to this project none of the team members were well acquainted with one another. This led to a lack of collaboration as they didn't really know who they were working with.

Morale and Motivation for this project was lackluster across the board.

7. Technical Review

Spaghetti code

8. Art and Design Review

Due to the team lacking an artist, we were unable to produce assets in house thus creating a difficult situation where we need assets of a certain theme in a certain size but are unable to obtain assets of such a requirement.

9. QA and Testing

Due to the state of the project during QA and Testing, not much could be evaluated from the project. Testing was often done haphazardly on a non-built/compiled version of the game missing bugs that appeared after building/compiling the game.

10. Marketing and Launch

No marketing or Launch

11. Conclusion

The game was a project too large for the team with a scope too wide. The team should trim off the excess fat much earlier in the project and have a proper understanding of their capabilities.

Further Development or Future Recommendations

What we would like to do more or hope to have it earlier

- Implement fitur-fitur tambahan seperti upgrade, level-up, dan lainnya
- Banyak fitur yang belum kekejar sehingga buat prioritas fitur setelah sesi brainstorming.
- Komunikasi lebih terbuka
- Membuat deadline kelompok, seperti komitmen di awal
- Memilih atau mencari aset bersama di awal. Di akhir kurang memikirkan aset ketika fitur utama belum jadi.

Not Implemented Features:

- Boss 2 & 3
- Ranged Weapon: Shotgun and Sniper
- Slash for block projectile
- Shield for deflect projectile
- Health, Score & Level Mechanism
- Drop currency, heal potion, weapon
- Upgrade weapon
- Skills and Ultimate
- Stories
- Base Building

13. Appendices