Travis Moore

GAM255—Spring 2015

Milestone 1

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Information

Team Name

Demon Parasol

Game Name

Setsuko

Team Roles & Degree Programs

Producer: Garrett Huxtable, BAGD

Tech Lead: Eric Gleiser, BAGD

Designers: Jason Clark, BAGD & Travis Moore, BAGD

Game Description

A top down Japanese inspired action adventure tragedy featuring a female

protagonist exploring the five stages of grief

Links

Digipen Repo: https://svn.digipen.edu/projects/demon_parasol

Github Repo: https://github.com/egleiser/DemonParasol

Trello: https://trello.com/b/i4ds3Sn7/setsuko-spring-2015

Work Done

Week 1

Date	What You Did	Explanation (If needed)	Time Spent
01/05/2015	Team Meeting	Met with the team to go over schedules and figure out how we will make time for working together as a team.	1 hour
01/06/2015	UI Redesign / Code Refactor	Working on redesigning the UI to be much less complicated compared to what we turned in last semester. Recreated splash screens, transitional animations, and main menu.	4 hours
01/07/2015	UI Redesign Code Refactor	Recreated Mouse, Keyboard, and Gamepad Button selection with transitional animations.	6 hours
01/09/2015	Team Meeting	Met with team to reevaluate our team game in its current state. We have decided to make a few big changes to our game based on instructor feedback. A new narrative and a stronger theme based around the stages of grief have been agreed upon. One new mechanic, shielding with the parasol, will be added to the game.	3 hours
01/09/2015	UI Redesign / Code Refactor	Working on recreating submenu/quit confirmation in the submenu space. Redesigning the way buttons archetypes are set up.	4 hours

Week 2

Date	What You Did	Explanation (If needed)	Time Spent
01/12/2015	UI	Functionality for submenus / quit confirmation menus. Also fixed a problem with mouse controls not animating properly on submenu transitions.	4 hours

01/13/2015	UI	Created Pause Menus and Main Menu Confirmation menus, as well as their functionality. Most of the mouse related problems are fixed, but there is a slight bug with trying to repeat through submenus. Considering getting rid of functionality for mice altogether.	5 hours
01/14/2015	UI	Quit Confirmation for main menu and for pause menus work perfectly for keyboard and mouse, but mouse only works on the first try. Repeated quit confirmations with the mouse causes issues. Also added scrolling credits.	4 hours
01/16/2015	Team Meeting	Met very briefly with team for a team meeting. Producer meeting was explained.	0.5 hours
01/16/2015	Concept Art	Created front and side views of the Casa Obake for Eric so that he can model it out.	0.5 hours

Week 3

Date	What You Did	Explanation (If needed)	Time Spent
01/19/2015	Team Meeting	Team meeting was late to start and everybody on the team was too tired from the weekend to discuss much of anything. Garrett and I did discuss plans for the ending dungeon and I agreed to focus my effort on this.	3 hours
01/23/2015	Team Meeting	Team meeting was late to start again. When everyone did arrive we discussed how we should map out everything for the semester for the milestones. Specifics were posted to a new trello board.	3.5 hours
01/23/2015	Repo Cleanup	Cleaned up the repo and reorganized all documentation and art assets, including clearing out old .ai files. This should make a repo easier to clone and less redundant in a few areas.	0.5 hours

| 01/23/2015 | Yokai Research | Researched ideas for new yokai for the final dungeon area. This research will be used to create new enemies and will be the inspiration for their visual design and behaviors. | 0.5 hours |

Week 4

Date	What You Did	Explanation (If needed)	Time Spent
01/26/2015	Team Meeting	No one showed up for the team meeting. This is a regular thing now. I became very ill this week, so I only spent my time working on the Burnt City dungeon design.	3 hours

Week 5

Date	What You Did	Explanation (If needed)	Time Spent
02/03/2015	Team Meeting	Met with Garrett to go over a plan for putting together our pre-alpha presentation. Set up a time to meet with Eric and Garrett on Friday to go over everything	0.5 hours
02/04/2015	Playtesting	Met with a few DigiPen students to have them playtest our game in its current state. While the visuals are impressive there is a lot of negative feedback over the narrative.	2 hours
02/05/2015	Playtesting	Met with non-DigiPen friends to have them playtest the game. Lots of useful feedback, mostly in areas that need tons of attention. The game is confusing, there are too many words, and the controls are really awkward.	3 hours
02/06/2015	Team Meeting	Met with Garrett and Eric to create the presentation PowerPoint. Mapped out the structure and created the PowerPoint.	2.5 hours

02/06/2015	Pre-Alpha Presentation Practice	Practiced presenting out presentation	1.5 hours
02/06/2015	Pre-Alpha Presentation	Waited amongst other presentations before finally presenting the team's pre-alpha presentation with Garrett and Eric.	1 hour

Total Work Hours

53 hours

Testing Report

DigiPen Student Testing

Classmates from the Digipen, as well as fellow teammates, participated as testers, giving me their opinions on how the game played and if it matched what we are looking to convey with it.

Testers

- Jason Guelbert

- Berne Capone

- Eric Gleiser

- Garret Huxtable

- Auston Lindsey

- Christopher Christensen

- Maddie Santino

Results

I've come to rely on this group of people because they all give great responses and do not all agree with me or each other. I reserve the right to make my own decision, but the thoughts and opinions of the testing surely will be on my mind in future versions of developing. For the most part the biggest concern of all the playtesters is the confusion with how the controls for grappling works and also the extreme amount of dialog. They all agreed the game looks nice, but is just overall confusing.

Non-DigiPen Student Testing

Non-Digipen friends participated as testers, giving me their opinions on how the

game played and if it matched what we are looking to convey with it.

Testers

- Shaheene Moore

- Alina Tkatz

- Faith Legat

- Robin Wakimoto

- Chris Sherwood

- Martha Stensland

Results

Probably the best group of non-gamers I can find, the results from this test will be very useful, even if they are not good for the current state of the game. The game does not play well for these non-gamers. They are confused by the control layout, they are unsure what we are asking them to do, and they do not understand why there is so much text. Most of them gave up even trying to read the text after the third dialog box. We definitely need to trim content and ramp up the usability of this game.

Notes

Overall

This milestone could have easily been a disaster and in some ways it should have been. There was not much new work done on the game during these 5 weeks. This is in due part to the team not showing up to the team meetings that we agreed upon. Eric and Jason are constantly making excuses for not showing up to school.

Thankfully Eric does some work when not around us, but I have no idea what Jason has been up to. This presentation was thrown together incredibly last minute, but I'm glad we were able to do something before time was up.

Somehow Eric seems to get a lot of the credit for this game when it comes to praise from the teachers, but without us constantly being there to keep him on track and providing support in the areas of art and other scripts I do not think we'd have anything to show.

Individuals

Eric—He has only shown up to 3 meetings since the beginning of the semester. I know he only has this class and one other, but there's a serious lack of respect for the team when he does not take the time to be here with us. When he is here it helps out a lot and he definitely is talented at producing work quickly.

Garrett—He has already expressed interest in leaving the team and has a replacement team for next semester. Thankfully he told me he would stick around and finish out this game and he has been good about showing up to meetings, even if no one else does.

Jason—Where is he? What is he doing? I know he has health issues, but I do not know what is going on with him at all

Travis—After refactoring the UI code and beginning work on the Burnt City dungeon I have found myself usually alone in the team space. I need to find motivation to continue on and carry out what good I can do for this game. I do not think I will stick

around next semester for this team.