Project Evaluation Report

* 1. Critical Evaluation  
     
  The task we were given for the assessment was to develop a game in the Unreal Engine that illustrated the features of level design described in the Design document of assessment 1. The Team consisted of myself (Andrew Scott), Thomas Riches and Tembani Mdaya. The task’s we gave each other was, I was to make the wall running mechanic, do the Progress reports and make the Play Testing Document. Thomas was to create the Hook shot mechanic. Tembani was to make the Level and Textures for the level. Due to some of us becoming sick and struggling, some of the task’s were changed to Thomas making the Play Testing Document and myself making the Hook shot and Wall running. All in all, we worked well together to get the project done and changed things to get it done on time.  
    
  I believe we did very well in adhered to the goals for assessment 2 and staying true to the design document set in Assessment 1.  
    
  The biggest issue we had was Team member health, myself and Thomas ended up becoming ferly ill however we were able to work from home to get the project done. The only other issue we had was having trouble getting the Hook shot to work properly but it was eventually fixed.  
    
  In reflection of the project I could have changed and streamlined some things with the Wall running mechanics, maybe adding a timer so the player couldn't run along a wall forever. I feel I have improved my ability to communicate better with team mates to streamline how to get things done.
* 2. Playtesting Results  
    
  Playtesting is an integral part of game design as it allows for any bug’s or glitches to be removed from the game. It also gives the opportunity to test if the game has a good flow to it and if not gives time for things to be changed to make it fell more fun.  
    
  For playtesting the Level All players will be given a standard configuration: a set of mouse and keyboard with functioning buttons highlighted, placed at the start of the level. Players will be given a fair amount of speed, two jumps they can use for elevation, the ability to run across along walls and the ability to hook onto set points of the level. The hook will allow the player to swing with exaggerated momentum to reach certain ledges ahead of them. When used together the mobility, momentum and elevation should present the player with a challenge, the ability to and the satisfaction from overcoming sections of the game.  
    
  Internal Testing Sheet

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| --- | --- | --- | --- | --- | --- |
| Testing Type | Requirements | Expectation | Reality | Working as Intended? | Misc. Details |
| Start up | The game should be able to start up and run without error. | The game should be able to start up and run without error. | The game does not crash upon start up and boots the player into the menu. |  |  |
| Movement | Testing movement | The player should be able to move freely. | The player is able to move back and forth on the ground, jumping and landing normally. |  |  |
| Added Mobility | Successful double jumping and wall running | The player must be able to jump twice before touching the ground again and must be able to slide along walls. | The player is able to double jump, have control over their airborne movement and stick to walls. Latching to a wall will reset their jump allowance. |  |  |
| Grappling | Be able to hook onto the environment | Hook entity attaches to where the player is looking, tethering them to the environment. Upon detaching the player will have free movement. | The player can shoot and attach a grappling hook to the environment. |  |  |
| Swinging | Attaching onto the world and swinging the player | The player should be able to tether themselves to the world and use their velocity to clear gaps.  If the player is able to clear one gap safely, this is a success. | The player is able to swing with the help of the grappling hook. The rope allows them to use their momentum. |  |  |
| Complete the game | Successful completion of the game, from beginning to end | The player must be able to complete the game at least once. If the functionality or the idea works at least once, then this is successful. | You can complete the game through the use of the game mechanics. |  |  |

For out playtesting I feel that it was successful in its intended purpose which was to find any bug’s /glitches or anything that would break the game that any of the team missed.