

Project Postmortem

Student Name: Ben Reynolds

Project Name: Medieval Mayhem

What do you think went well on the project?

I am happy with how the game turned out in the end. I believe we managed to create something that matches the brief and is genuinely quite fun to play. We managed to create a complete game that is fairly well polished and even managed to get it published on the Google Play Store within the given time-frame.

The team worked well together, we met up three times a week to work on the game and development progressed quickly and with little issues. I think this was partly due to the fact that we took the module on in the second semester and had already nailed down our workflow and learnt a lot from working together on the games project in the first semester.

I am also pleased with how we addressed the feedback given to us from presentations. It was pointed out to us that the platforms (and in turn the players actions) did not have enough impact on the outcome of the game, and the outcome of each round was mostly down to luck. We managed to iterate our game over time and find a nice balance between luck and strategy with our implementation of varying platform types/materials and make the game a lot more fun for our players.

What do you think needed improvement on the project?

The main issue I have with the game at the moment is the load time, depending on the device that it is running on it can take upwards of ten seconds to start a new game/round. In previous versions of the game the 'explodable' objects' fragments were being calculated at runtime (upon collision) which resulted in frame-rate issues. We resolved this by pre-calculating these fragments whilst showing players a loading screen, but now players have to wait for quite a while in-between games which I imagine could be quite frustrating (and maybe even turn them off completely).

I would like to have a more thorough look into the loading screen issue in the future if time allows. I am sure something is not right with it as there are plenty of games out there which a lot more going on that do not take as long to load.

What do you think of your own contribution to the project?

As with the group project (same team), I spent most of my time writing the code for the game and am quite proud of what I managed to contribute. There were a few new and interesting challenges with this particular game such as handling the pinch and twist gestures for rotating platforms and the 'explodable' objects.

A more detailed overview of my contributions can be found on the project's GitHub page here: <https://github.com/UoSGroupProjects1718/dm-bandai-namco-group-3/commits?author=b-reynolds>.

Thinking about the project you have worked on this year, what are the important lessons that you will take away from the experience for your next group project?

The most notable lesson from this project in-particular is the value of play-testing and how valuable addressing player/lecturer feedback can be. We were happy with the early version of our game, but taking onboard the feedback regarding our art-style and the impact of players actions and then making the relevant changes (which essentially took a complete re-write of the project's code) made the world of difference.