Eric Long

CSC476 Game Development

Final Game Project – Peer Review

12/14/2018

Final Project Playtesting: 12/4/2018

Several peers play-tested the “Lead Leo Home” game on December 4th. The game only had information screens that the player could navigate back and forth from the title. Starting the game brought up the main “woods” level. It was just a scene of some woods and the player prefab Leo the dog that the player could control. The only working part of my game was the movement for Leo, which displayed him walking in 4 directions, and he would face the direction he would walk. At this point also, my Leo prefab looked more like a microphone than a dog.

First bit of advice was about the Leo prefab itself. As previously stated, the visual appearance of the dog was not very life-like. I agreed that making the Leo prefab look more like a dog would be best for the game, since the player has to stare at it the whole time they are playing. Adding more features, I put a nose, eyes, and ears on the Leo prefab to make it more life-like.

The second bit of advice was for my start menu and info scenes. I have currently 3 different scenes that the player is able to click through to find out about the game and play it. However, the change of scenes also means that my background music must restart. This peer recommended I have the menu navigation all on one scene so that the soundtrack is continuous throughout the player’s browsing.

The next advice I received was about the first level: “The Woods”. As I was explaining my design plans for the woods level (since only moving my character around the screen was implemented thus far), I had said that if the player chose a wrong direction in the maze, they would be sent to the start. Upon hearing this, they recommended that I leave a clue that -- if they have completed the area before – would leave some paw prints showing the way. This way the player would not have to decipher the puzzle again to find out which way to go; it would just be “follow the paw prints”. This feature would not be too hard to implement, and I plan on doing so for the final version.

The Last piece of advice was about my design plan for level 2: “The River”. Basically what the player does in this level is collect sticks so that Leo can dam the river, thus freeing his path and allowing him to progress to level 3. My initial design was to allow the player to collect any number of sticks and display the number of sticks they have in some UI. However it was brought to my attention that dogs cant necessarily carry more than one stick at a time. So it was recommended that I illustrate that by showing Leo picking up the stick in his mouth. This is a much more logical addition to the game and I believe it will make it flow better and allow the player to explore the game more.

All in all these recommendations were very helpful and will make the final version of the game more user-friendly and appealing.