# Architecture Review I: Reflection & Synthesis
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I. Feedback & Decisions

As stated in the Review Document, our main objective for this review session is to discuss the details in the game design, from a player's point of view, therefore optimizing the user experience in this game play. Potential users' inputs on the following components of the game would be very valuable: game control, story, graphic design, interactions between multiple players. Our approach to gather quantitative & qualitative feedback from the review session included: Google Form, discussion, and interviews.

❏ Game Control Method
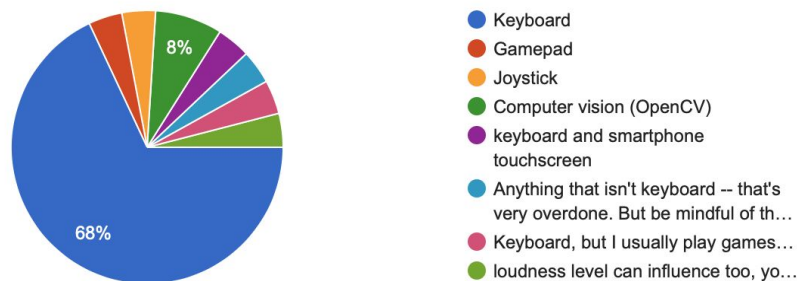
Most people show a preference on keyboard and one suggestion said that adding volume to control platforms shrinking/ growing is a very good way to go.

❏ Story Set
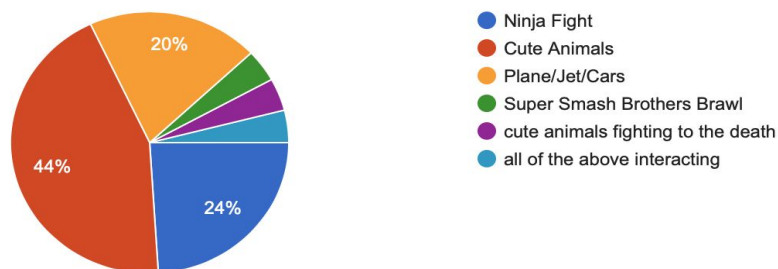
Almost a half say they like cute animals but graphic design part might be something we would consider based on programming difficulty level/ competition form. People had also pointed out, in the written feedback section, the consideration for cultural sensitivity in the story design when using elements like Ninja.

❏ **Visual Style**
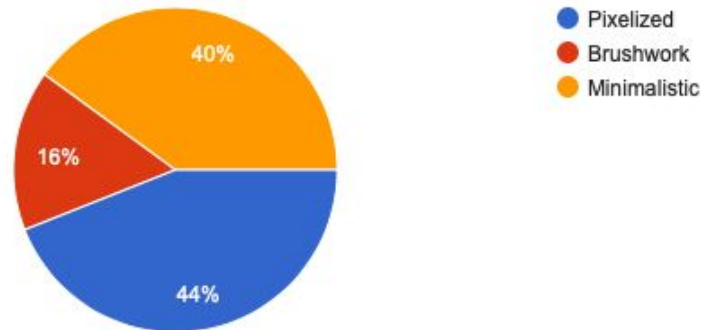
Our audience seem to like minimalistic and pixel styles quite evenly (44% and 40%) so we would make our decision based on difficulty level and story set.

❏ **Form of Competition**
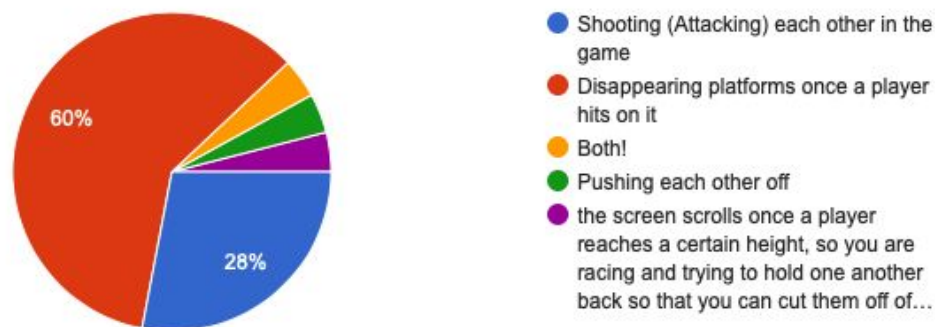
Players prefer the traditional type of disappearing platforms a lot but we could combine different types like attacking at each other.

Another valid and interesting suggestion is that we could make the screen scroll with the faster player so if the slower player lose if they are out of screen.

❏ **Larger Scope Questions**

Most of our key questions (which are more user experience related) are resolved. But we still have some decisions to make:

● **How do we distinguish our game from the original doodle jump (differentiation)?**

More likely we would make our game different by adding more features to it. However, keeping the game smooth and simple and meanwhile having multiple features are something we need to balance.

- **What features should we prioritize as we add them to the game?**
  For our MVP, we would have disappearing platform, minimal graphic design, gravity and progressively add other features. For reach goal, there could be volume detection and game control, different character gestures for movement, etc.

II. Review process reflection

Our review session as overall very effective. We received a range of valuable inputs and were able to generate more idea and make better decisions based on the feedback (d.g. the volume control, scrolling screen for competition, etc.) We have not changed our agenda yet but that is something to be done as we decided our final game idea and features to develop.

What worked well during the review session are: 1) the use of Google Form: more than 90% of the audience (25 people) responded and we have concrete data to backup the decisions we make in the game design; 2) the use of prototype: the prototype effectively illustrated the design, flow, and general concept of the game, therefore minimizing the dissonance between the designers (us) and the audience so that we receive more helpful feedbacks; 3) the use of UML diagram: several people complimented our use of UML diagram which presented the architecture of the game really well.

What could be improved during the review session are: 1) a demo of the MVP of the game would be even more effective; 2) more time dedicated towards technical/architectural review; 3) our review session still feels more like a one-way presentation rather than a two-ways conversation - which would be more effective.