**Team Orpheus**

**Technical Review 1**

**Reflection and Synthesis**

**Anna, Leon, Max, and Justin**

1. **Feedback and decisions**

Based on feedback about our terrain generation algorithms, we have decided to use the four terrain generation algorithms shown below, as this is a diverse group of algorithms that had a lot of support and no criticism. We have also decided on a pseudo-turn-based combat system where each turn takes exactly one tick (some fraction of a second). Each turn, the player’s avatar will execute the action corresponding to the last key pressed, be it a movement, an attack, or an interaction. Over time, we can reduce the ‘tick’ until it seems to the player to be operating in real-time. It was also suggested that we draw content from many different parts of Greek mythology, regardless of whether it technically belongs in the underworld.

We will incorporate these ideas as we move forward and implement combat, story, etc. As our game takes a more concrete form, we will probably form new questions on how to move forward, and at our next technical review we will ask the class whether we interpreted their advice well.

1. **Review process reflection**

The review went relatively well. We got some good feedback, although a lot of it was pretty vague. We did not follow our agenda as closely as planned- the “demo” part of our presentation didn’t take nearly as long as we thought it would. This gave us too much time for the Feedback part of Technical Review, and so it dragged on. We weren’t really sure how to “end” our part of the presentation, so we just went on until we ran out of time- but the past 5 or so minutes weren’t used effectively as we had no other questions to ask and nothing else to seek feedback on. Next time, we will give a demo of our game so far, and end the review once discussion dies down and we have no more points to introduce for discussion.

