

Team Quebec

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Mr. Baldwin:

For this deliverable, we added sounds to the game and boss levels. The sounds include sound effects like bullet fire, missile launches, and explosions, as well as background music and menu select sounds.

We have added two boss levels to the game. Each level is designed differently than the “generic” levels, rewarding the player for their progress by introducing new gameplay.

Lastly, we have conducted external testing to get feedback. In general, our respondents found that the game controls were good, but the game was too difficult and somewhat unclear. The difficulty can be reduced, and the clarity is something that will come soon. Adding informative cutscenes is one of our last objectives, and that will greatly reduce confusion.

Very Respectfully,

Team Quebec
Kyle Strayer & Adam Nelson

Enclosures:

- Afterburner Project Plan
- Afterburner Design Document
- Testing and Bugs Document
- Game files