**p2\_postmortem**

Hotpot simulator is a multiplayer simulation game which allows two players to eat hotpot together. The clock is ticking, so move fast, grab food, and even snatch the food from your friend to score the points!

My initial idea was to build a top down view of a hotpot simulation game where multiple players can play together to grab and snatch food. At first, I thought I could model some of the typical Sichuanese hotpot food ingredients and make the physics work.

I came up with this idea when I was eating hotpot with my friends. Everybody had fun cooking the food themselves and I thought it would be an interesting idea to simulate the process. I also enjoyed playing Overcooked with my friends. I am never a hardcore gamer who enjoys fancy 3A games so I prefer to develop some casual game that gamers of every level will enjoy playing.

As for the player impact, I want the players to have fun (even with the imperfect physics) Given simulator games tend to make players frustrated, making it a multiplayer game will lessen the frustration and instead add some entertaining elements to it. Also, the game is intending to make players feel hungry so they can go grab real food with friends after playing it.

In my gold spike, I first made a single player game to test if the game mechanics is actually interesting enough. The first prototype actually has most of the mechanics working, i.e, grab food, cook food, scoring. However, I have to keep adjusting the physics of the game to ensure that it makes more sense during the play. I adjust the angle of the chopsticks so that it won’t accidentally get stuck in the pot; I also iterate through the grabbing movement a lot of times to make sure it’s not buggy. For example, if the tip of chopsticks is too low, the food may drop easily, if it’s too high, it looks very weird. Moreover, the size of the collider has to be adjusted so that the grabbing process will be more precise.

From the playtest, I got feedback from my classmates and also my friends. They’re very helpful in giving out suggestions. Most of the comments were about the control of the game. Using a keyboard to control feels too hard and the instructions are not very clear. Since no shadow is cast on the broth, sometimes it’s hard to locate the chopsticks. In the second week, I took some time to fix those problems and I did a second round of playtesting with the multiplayer version. Although the physics is still imperfect, the feedback I got is way better.

One thing went right about this project is that I came up with the idea early so I don’t have to spend a lot of time figuring out the mechanics. Instead, I can invest more of my time into development, which went pretty smoothly. As a 3D game, I’m glad that I am able to find the 3D models for most of my game objects. Although I consider myself as an Artist/Designer but my expertise lies more in the illustration side. I think the free assets resource does help out a lot. My time management also helps since I didn’t stay up for this project (unlike the first one)

However, there are still imperfections. Due to the time constraints, some of the newer mechanics that I came up with (i.e, the spoon, pouring broth, etc) are not implemented.

For my final project, I would like to have an idea settled as soon as possible so that we will not waste time on arguing about what to do. Also, I think we can really make use of Jira to track the progress so that our work can be more efficient.