

TEAM INFO:

TITLE: Thrifty Thieves

MEMBERS: Kari Green, Dave Vader, Alex Turner, Michael Scheible

CREATIVE PROCESS:

This sprint began on March 20th with the completion of the Alpha. Over the course of this sprint, we have had a massive pivot in our game design. At the start of the sprint, we had a (quite buggy) implementation of what we had called *Magician's Heist*. In this game, our players transformed into objects in their surroundings. We had many bugs that made it difficult for play testers to accurately assess our game and felt as though we were in deep-water to make this idea fun and approachable for the players in the remaining time.

To combat this, we came up with a new game idea, which we are calling *Thrifty Thieves*. The goal of this new concept was able to take advantage of some of the well functioning features of our previous game (knockout, item pickup, and some aspects of the level design) but create better gameplay that would be significantly more manageable to make fun and approachable. This new concept is a 2-vs-2 game in which players team up to steal as much loot from the building as possible. They must put this loot into their team's truck. The trucks have limited capacity and players must choose what to put into their truck carefully. In addition, players from the opposing team can attempt to disrupt your team by putting large items of little value into your truck.

DEVELOPMENT AND PLAYTESTING:

In our Alpha, we were unhappy with how our game was functioning. We had a ton of bugs that got in the way of enjoying the game play. In addition, we were unhappy with how the game was received. Playtesters found our game to be too difficult, buggy, and confusing. In addition, playtesters frequently complained about the lack of direction in the level.

In order to address these concerns, we are paying closer attention to the complexity for the player in our pivot. We are putting a stronger emphasis on guiding the player. We have added a visible cue for what button a player should push to interact with items and stairs. In order to reduce confusion, we removed items that had similar functions but different controls; for example, we removed the elevators and now only have stairs to traverse the floors of the level.

We also received feedback that it could be difficult to see the players against the background in our level. To counteract this, we have changed the background to be a brighter sunset color rather than the night sky color we originally chose. In addition, we brightened the colors of the players to make them more visible. Furthermore, we split the camera into 4 screens so that each player is able to see themselves on their own screen.

We also began working on the music and sound effects for our game. We created a preliminary background song for our game that gives it a fun vibe and has an alarm sound that indicates when time is getting low. We contacted our partner in the

music school for help with sound effects for throwing items, adding them to the truck, and knockout.