**TEAM INFO**:

**TITLE**: Magician’s Heist

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

**CREATIVE PROCESS:**

This sprint began on March 13th with the completion of the Gold Spike. At the start of the sprint, we had basic implementations for movement, polymorphing, limited item interaction, some guard AI, and the backbone of our level structure.

Over the course of this sprint, our game has changed and improved a lot. We decided to go a different direction on the art style; we used bright neon colors and switched the players to be silhouettes to give the game a more exciting, night-time in the city vibe. Instead of a simple backbone for the level, we now have the office buildings with walls, windows, desks, chairs and plentiful interactable objects. We also added an option for the players to fight back against the guards by throwing objects so that players do not feel hopeless.

**DEVELOPMENT AND PLAYTESTING:**

In our Gold Spike, we were unhappy with the direction the art style was going. We did not feel like the game gave the vibe of being in the city at night and we were frustrated with the look that adding tiled textures to cubes produces. To mitigate this, Alex designed a new level background and object sprites with neon colors and minimalist objects. Kari then changed the level layout to use these new pieces and objects.

In our Gold Spike, when testing in class, playtesters said that they enjoyed the experience of being able to morph into objects, but wished the level was more interactable. We have greatly improved this in our Alpha. The level is now filled with objects such as plants, mugs, radios, gold bricks, and other items you can choose to polymorph into. In addition, players can also interact with background objects such as closets and the fridge. We think this will give the player a more meaningful relationship with the level.

Another thing players complained about when playtesting our game in class was the lack of ability to fight against the guards. Players felt hopeless and frustrated. In this iteration, we introduced a throw mechanic where players can throw objects at guards to defend themselves.

Our end result from this sprint looks much better than we had anticipated based on what we started with at the Gold Spike. We have improved the feel of the game using significantly more sophisticated graphics. We have improved player interactions with our game by making the level interactable and allowing the player to fight against the guards. In the beginning, we did not originally plan on having players be able to throw whatever they please at the guard (it would be limited to very specific objects) but we think it will improve the game by not having the players feel like hiding is their only option.