# Justification Document - 4

**Team Info:**

Game Title: Run For Your Life

Team Members:

1. Patrick Becker II (pbeckeri)
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**Creative Process:**

We started this sprint at the end of our Beta build. At that time our game was riddled with bugs. We accidentally submitted a build that was not playable, and even our good build had issues. The number one thing we decided to focus on was solving every bug and really polishing up the game. We had a group meeting to divide and conquer the tasks, and to make sure we did not make the same mistakes again. Over the course of the sprint there were no major changes made. Most of the changes were minor tweaks to make the game flow better. A lot of people did not like how the movement of the runner character felt, so we tweaked that a lot to make the game feel more like a regular platformer game.

**Development and Playtesting:**

A lot of the playtesting during this sprint was done internally. As a group we played several hours of our game to find and fix every bug. This went well. We were able to quickly find and fix almost every bug in the game. Our playtesting also made the movement mechanic flaws more clear to us. It became obvious that our game did not feel quite right, so we were able to then modify the speed and physics of the game to make it feel better.

Another playtest experience during this sprint was the Design Expo. It was very valuable to our group having younger kids play our game. Seeing how they interacted with the different mechanics allowed us to change the game to make it more fun for them. One of the changes we made after this playtest was increasing the rate of fire of the cannons. Most of the playtesters had too hard of a time hitting the runner, so we believed the increase of rate of fire would fix that. The change was validated during the second expo with Lawerence Tech and Eastern

Michigan. Many of the people who played our game their commented on how well balanced the difficulty of being a runner vs being a cannon was