

Justification Document - 2

Team Info:

Game Title: Cannon Dodge

Team Members:

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Creative Process:

At the start of this sprint we had a moderately complete game that was full of bugs. Most of the bugs were involved in controller input so our game was not very playable. Our game also had so much going on that players had a difficult time knowing what they were supposed to do. This development sprint we did not spend very much time using creativity to enhance our game, because we decided that the best way to get better feedback during upcoming sprints was if our game did not have any bugs so that playtesters could get the full multiplayer experience. That being said, we did evolve the design of our game too. One of the most significant changes that we made was making our game more engaging for the player controlling the runner. Now instead of a static map, moving platforms are procedurally generated that the runner can use during the game.

Development and Playtesting:

During the design sprint this week our team met in the library to collectively work on our controller input bugs. After fixing the bugs, we spent a while just playing our game. This was the first time we were able to have four people playing the game at the same time so we gained a lot of knowledge from it. We had a lot of fun playing our game, but we found that when three humans control the cannons instead of AI, the cannons are too overpowered. It was nearly impossible to be the runner for more than a few seconds, so we knew this had to be balanced. There was also an issue with too much going on. Cannonballs were flying everywhere and when a cannon operator switched places with the runner it was very disrupting and made it difficult for both players to know where they were. This feedback influenced our design because we knew we had to slow everything down a little bit and make things less chaotic. At the

beginning of the sprint we expected to just do a lot of bug fixing, but we ended up tweaking our game to make it more engaging for the runner and less confusing for everybody. Our game is much better overall now, and we are looking forward to what we will hear from the upcoming playtest.