

Justification Document

Team Info:

Game Title: Cannon Dodger

Team Members:

1. Patrick Becker II (pbeckeri)
2. Chris Boston (bostonc)
3. Rita Zhao (shiotan)
4. Valli Chockalingam (valli)

Creative Process:

We started the creative process by all coming up with ideas individually. We spend a few days compiling all of our ideas onto a shared document. Once we had around 20 ideas ranging from a paragraph description to a couple words, we each picked out a couple ideas that we liked to see which ones stood out from the rest. Once we narrowed it down to three ideas, we met in-person after class and broke down each idea into more detail. Once we had three developed ideas, we scored each one based on group interest, fun/originality, and practicality for the scope of this course. That gave us one idea that we decided to go with. We all gave our input on how to make the idea better and tweaked it into a version that we all decided would be more fun than the original idea. Throughout the course of the entire sprint, everybody in the group would send their ideas to our groups chat to see what everybody else thought, and if the idea was favored, it was added to our burndown chart for implementation.

Development and Playtesting:

All of our playtesting during the first sprint was done within the group. While playable, the game was not complete enough to send to friends and family to receive their feedback. After we decided on which game idea we were going to pursue, we did a mini dev sprint where we all spent a couple days coding. After that, we met in Duderstadt Center where we tested what each other had accomplished and as a group gave each other feedback and modified our game idea. For example, we found that our game worked a lot better when played on a 2D plane. It made the interaction between the cannon controlling players and platform running player a lot more smooth. Another design change we made at this meeting was what the background looked like. In the original design it was very open and this made it hard to see the depth of the cannonballs.

By altering the background, we were able to make the game a lot more enjoyable for all four players. After that meeting we all went back to developing to implement the changes that we discussed. Overall the game did not change very much from what we originally had in mind, but some tweaks were made that definitely improved gameplay.