

Justification Document - 3

Team Info:

Game Title: Run For Your Life

Team Members:

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Creative Process:

This sprint started after turning in our alpha build. At this point we were somewhat locked in on the basic mechanics of the game, but still had a lot to do. We still needed to pick a theme which ended up being a more difficult task than anticipated. We also had a few bugs to fix, and were working with ways to make the game more engaging and entertaining for the players. Halfway through the sprint we had a big turning point when we received the feedback from our pivot playtest. People seemed to enjoy the mechanics of the game which was what we were hoping for. Despite the occasional bug, the survey results indicated that the majority of users did enjoy their experience and wanted to play again, which validated a lot of our decisions on mechanics. One interesting point of feedback that had a large impact on the sprint was about the design. Playtesters really enjoyed playing as a cat when they were the runner. While the cat was originally just a placeholder, we began developing our theme around it.

Development and Playtesting:

Throughout the two weeks of this sprint we did several playtests within our group. While the purpose of these was primarily for finding/evaluating bugs, but it also offered a way for us to get a feel of how our game played with four people. We were able test major changes using this method, but were hesitant to do a lot of balancing based on internal playtests since we are all far more experienced with playing our game than the average user will be.

The most impactful playtests/feedback came from the pivot playtest. One of the most influential pieces of feedback from the pivot playtest was the positive responses to playing as a cat. This influenced our design a lot because we began shifting the theme of our game to go along with the cat. Another impactful piece of feedback from the pivot playtest was regarding

balancing between being the runner and controlling a cannon. People thought being the runner was too easy because of the difficulty using a cannon. This is something that we could not have found from internal testing because we have all become very proficient at using the cannons. From this feedback we decided to increase the power of the cannons so that less of an arc would be needed. We also began implementing splash damage.

Overall the end result was quite different than what we expected. We did not anticipate the thematic changes, but it is going well so far. We like the direction the game is headed in especially after recent feedback.