

Feedback Reflection & Game Description



A Screen Shot of the Start/ Main Menu

Game Description

My game is a simple 2D Space Shooter, in this game you play as the “blue ship” which starts with a default gun that shoots a single bullet every few seconds when holding in or pressing “space”, your objective is to kill enemy ship’s, dodge hazard’s, receive power ups to help you beat these enemy’s and finally beat the boss which once defeated bring an end to the game.

There is a point system & a Best Score

You begin on the “normal level” where random waves of enemy’s come down to attack you, if you kill them you will gain points, end game is either dying or beating boss.

Your character has 10 health points every time you hit an enemy with your ship you lose 1 health, if you get shot you also lose 1 health, upon reaching 0 you will die and it will end the game, the death menu will then appear.

The end game is when you die.



An Example of an Enemy Wave.

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An Example of another Enemy Wave you may encounter.

In the images below I will show the 3-pick up's I have put into the game, these spawn in random places across the playing field at random times.



The Green Health Pick up will give you 1 health back.

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The Red Health Pick up will take away 1 health (your supposed to avoid these as they act as an extra hazard)



The Triple Shot Pick up will give your character the ability to shoot an extra 2 bullets allowing you to kill more enemies at the same time.

FEEDBACK SUMMARY

I asked and was given feedback on my game from 4 different class mates', a running theme and one thing I quickly noticed is most of them if not all of them found the game play quite generic as at the point before feedback I only had 1 type of enemy & no pick up's. The rest of the feedback was quite ranged and they all had different things to say I have tried to build my game upon some of what they said.

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Some quick examples of what they liked about the game my game was my opening menu, the score system (which I am pleased about as this is the main part of the game) the graphics and animations and the fact that it was challenging.

Some quick examples of what they didn't like about the game; some people were struggling as the enemy's were moving too fast down the screen, the HUD was too small and the fact that it felt generic.

HOW I ACTED ON FEEDBACK AND WHY

So, the first thing I did was get rid of my old enemy spawn script as at the time how I had written it limited me to only being able to spawn 1 type of enemy, I wrote a new spawn control which can hold an array of different enemy prefab wave's letting me create my own different waves of enemy's.

To make the game more engaging and interesting I added a different range of enemy's some with more health, some move fast and some shoot, this makes the game feel less empty and gives the player more of a challenge as I was told the game prior to feedback felt generic.

I fixed the UI problem quickly, as my classmates said some of it was too small and hard to read or understand, I made my score UI bigger in scale, font-size and made the text white to make it easier to read, I also added a pause menu and a defeated/ game over menu, as people seemed to like the start menu.

I also added a health bar rather than "Lives" where before you had 3 life's meaning if you got hit 3 times your dead, this was connected to a text UI which had a script that showed the number 3 and went down 1 if you got hit, there is 2 reason why I added a health bar and gave 10 "health or hit points" rather than 3 lives via text UI; firstly it is a lot more pleasing to the eye and feels more well-polished, Secondly as the game now had more enemy's spawning and some that shot it made the game harder to balance this out I gave the player more health (10) as the feedback I got told me the game was too hard at times

I added pick-ups as a reward to the player and to balance out the game, it also just makes the game more interesting, this also monopolizes on the suggestions from my class-mates to offer more weapons (like the tri-shot pick up)

There is now music, a laser sound is played every time you shoot and an explosion is played when you are hit by an enemy, letting you know damage has been done, my feedback told me they would like to have something to listen to while playing.

I added a "high score" function as my class mates for it in my feedback and felt like it added a reason to play the game.

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Finally, I added a Boss to the game as it felt empty without it, it also adds another level of difficulty and one of my class mates suggested it in their feedback for me. (I created the boss battle but didn't know how to implement it properly, I have left it in there but it doesn't add anything to the game.) There for the aim of the game is to just get the highest score which only save's when you die in the current scene.

Reference List

Asset's Used:

UI backgrounds:

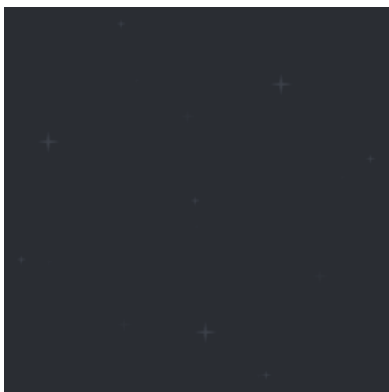


[created by - Kenny.nl.] Dark Purple. from Space Shooter Redux; A folder containing lots of kenny's game art. I use a lot of kenny's art from the one folder given here. (2014).

[image] Available at: <http://opengameart.org/content/space-shooter-redux> [Accessed 30th Nov. 2016].

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[created by - Kenny.nl.] blue. from Space Shooter, Redux; A folder containing lots of kenny's game art. I use a lot of kenny's art from the one folder given here. (2014). [image] Available at: <http://opengameart.org/content/space-shooter-redux> [Accessed 30th Nov. 2016].

Sprites:



[created by - Kenny.nl.] enemyBlack1. from Space Shooter, Redux; A folder containing lots of kenny's game art. I use a lot of kenny's art from the one folder given here. (2014). [image] Available at: <http://opengameart.org/content/space-shooter-redux> [Accessed 30th Nov 2016].



[created by - Kenny.nl.] enemyBlack4. from Space Shooter, Redux; A folder containing lots of kenny's game art. I use a lot of kenny's art from the one folder given here. (2014). [image] Available at: <http://opengameart.org/content/space-shooter-redux> [Accessed 30th Nov. 2016].

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[created by - Kenny.nl.] enemyBlue3. from Space Shooter, Redux; A folder containing lots of kenny's game art. I use a lot of kenny's art from the one folder given here. (2014).

[image] Available at: <http://opengameart.org/content/space-shooter-redux> [Accessed 30th Nov. 2016].



[created by - Kenny.nl.] enemyBlue4. from Space Shooter, Redux; A folder containing lots of kenny's game art. I use a lot of kenny's art from the one folder given here. (2014).

[image] Available at: <http://opengameart.org/content/space-shooter-redux> [Accessed 30th Nov. 2016].



[created by - Kenny.nl.] enemyRed2. from Space Shooter, Redux; A folder containing lots of kenny's game art. I use a lot of kenny's art from the one folder given here. (2014).

[image] Available at: <http://opengameart.org/content/space-shooter-redux> [Accessed 30th Nov. 2016].



[created by - Kenny.nl.] enemyRed4. from Space Shooter, Redux; A folder containing lots of kenny's game art. I use a lot of kenny's art from the one folder given here. (2014).

[image] Available at: <http://opengameart.org/content/space-shooter-redux> [Accessed 30th Nov. 2016].



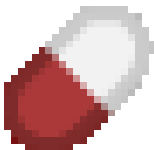
[created by - Kenny.nl.] laserRedo7. from Space Shooter, Redux; A folder containing lots of kenny's game art. I use a lot of kenny's art from the one folder given here. (2014). [image]

Available at: <http://opengameart.org/content/space-shooter-redux> [Accessed 30th Nov. 2016].



[created by - Kenny.nl.] pill_green. from Space Shooter, Redux; A folder containing lots of kenny's game art. I use a lot of kenny's art from the one folder given here. (2014). [image]

Available at: <http://opengameart.org/content/space-shooter-redux> [Accessed 30th Nov. 2016].



[created by - Kenny.nl.] pill_red. from Space Shooter, Redux; A folder containing lots of kenny's game art. I use a lot of kenny's art from the one folder given here. (2014). [image]

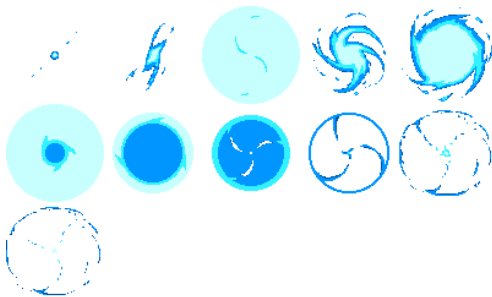
Available at: <http://opengameart.org/content/space-shooter-redux> [Accessed 30th Nov. 2016].

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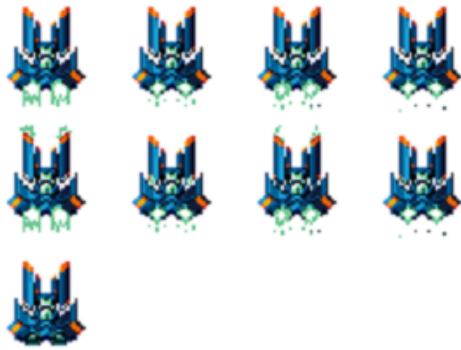
[created by - Unity Technologies.] RetroBullet.png. from 2D Pack Sprites; an archive of sprites. I use a few png assets from the one folder given here. (2014). [image] Available at: <https://www.assetstore.unity3d.com/en/#!/content/73728> [Accessed 30th Nov. 2016].



[created by - Unity Technologies.] RetroExplosion.png. from 2D Pack Sprites; an archive of sprites. I use a few png assets from the one folder given here. (2014). [image] Available at: <https://www.assetstore.unity3d.com/en/#!/content/73728> [Accessed 30th Nov. 2016].

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[created by - Unity Technologies.] RetroSpaceship.png. from 2D Pack Sprites; an archive of sprites. I use a few png assets from the one folder given here. (2014). [image] Available at: <https://www.assetstore.unity3d.com/en/#!/content/73728> [Accessed 30th Nov. 2016].



[create by – Cookie] Pause_3. (2014). I did edit the color in paint to make it white instead of yellow[image] Available at: http://opengameart.org/sites/default/files/pause_3.png [Accessed 7 Dec. 2016].



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Wave After Wave! (2012). [online] Available at: <http://opengameart.org/content/wave-after-wave> [Accessed 30 Nov. 2016].

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i-fink-u-freeky. (2012). [online] Available at: <http://www.dafont.com/i-fink-u-freeky.font> [Accessed 1 Dec. 2016].

Tutorials I watched for reference and help:

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<https://www.youtube.com/watch?v=uv2QSvuwIDs>

<https://unity3d.com/learn/tutorials/topics/2d-game-creation/top-down-2d-game-basics?playlist=17093>

<http://www.pixelement.com/blog/unity-2d-space-shooter-tutorial-part-1/>

<https://unity3d.com/learn/tutorials/projects/space-shooter-tutorial/audio?playlist=17147>