Game Development Assignment 1 Post-Mortem

Title: Carter Karts
Name: Carter Hay
Total hours spent: 28

The biggest challenge I faced during development was just learning the framework Phaser. While I have written JavaScript before, this game was the largest project I have attempted to undertake in the language. My first task was to understand the paradigm of using JavaScript in game development with Phaser. In addition to learning Phaser, I faced a few bugs that seemingly had little explanation, and I was unable to find any answer on-line. This lead to me change the way I was implementing certain parts of my game, in order to work around limitations of Phaser. I even submitted a bug report for one of my findings to the developers of Phaser, and I am awaiting a response.

Because of a poor estimation of the scope of my game in the proposal, I ended up having to cut one feature, boosts. While this feature would have been seemingly trivial to implement, I did not have enough time, as my efforts toward the end of the project shifted to making sure the game was fun to play, and bug free.

Because of my efforts to make sure the game was fun to play, I ended up adding an important feature. I added a skill adaption system, which will slow opponent cars down, and increase time limits, if the player is doing poorly on any particular level. I got this idea after having a few of my friends and relatives play my game. Almost everyone who played the game, got tired of playing the first level without being able to complete it, and gave up. I quickly realized that the game had become very easy for myself to play, because I had been playing it so often. This prompted me to create a way to make the game a bit easier, by providing a positive feedback for loosing, and ultimately driving players to progress easily through the game.

If I am to continue working on this game, one major thing I would like to improve on in the skill of the AI cars. The way they currently work, is to just make rapid 90 degree turns any time they come in contact with a wall. This makes them seems awkward and robotic. I would like them to eventually feel like another human player. Of course, I would also like to include boosts, as I was unable to complete this feature. Ultimately, I would like to continue developing this game, and add networking for players

to race against their friends. I feel like this game would make for a great Facebook app, where players can post their best times on levels.