

Port Mortem

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Now that we've finished the game, there's a few things we're not happy about, but much more that we are very proud of.

The Good

We were able to finish the game, and we didn't have to rush anything out. We made sure to meet up at specific times during the week and had goals set out for each work session, so we followed our project itinerary very closely. We were able to complete a large majority of what we wished to implement into the game. We made a lot of enemies, and were able to have sprites for every single one of them, which is great. The pathfinder, which we were struggling with in the beginning is a great asset to our game, and allowed for level designs more complex than one wall. For the amount of work we put in, we are very happy with the final product.

The Bad

We were able to implement most of what we wanted in the game. Unfortunately, the parts that we missed were pretty cool, and if we had the time, we'd have put it in. There are a few elements of status effects (slow/poison) in our game, but we wanted to add more. An idea we had was to have areas on the map interact with the player in different ways, but that required us to work more with 'nodes' in the pathfinder, which takes a lot of time for us.

Our mechanic for enemy resource drops could be better. Currently, every enemy drops a low, random amount. Given the time/opportunity to change it, we would have enemies drop a random amount that was closer to the difficulty of the enemy. So, easy enemies would drop a low, random amount, and more difficult enemies would drop higher, random amounts.

The transitions between levels, upgrades and story screens are a little bit awkward. We'd like to have had a transition animation in between these different parts of the game so that it would feel more natural and less 'choppy'.

The story, as it is presented in the game now, doesn't really reveal a lot about what is really happening. We had only one person working on the implementation of the story, and we didn't want to have him change all the work he had put in after he showed us his final product. This leads into another issue we had that spawned a few difficulties for us.

What we're proud of

Despite the issues we had, every group member put forth a great effort in the element they worked on.

Graphics

We have over 400 images in our game that covers everything. Each enemy has a different set of images depending on the direction they are walking. Easily 30% of the work during development was put into creating sprites, backgrounds, title screens and icons for the HUD.

Pathfinder

The pathfinder we have in our game is the cornerstone of it all. Had we not figured out how to implement/use it, our game would not be what it is. It enabled us to use the top-down view for the game, without having to feel bad about how enemies targetted the player.

Variety

Our game has a wide variety of enemies, guns, turrets, maps and bosses for the player to enjoy. There are many choices given to the player due to the different behaviours and strengths of guns and enemies. We elected to put most of our development time into creating a wide variety of things the player could play with. The sheer variety in our game is what we are MOST proud of.

Labour Division

We always worked on the project together as a group, and as a result, we all put forth roughly the same amount of time into the game. Physically, we were all working in the same room together, but we were all working on different parts of the game.

Thomas

Thomas worked on the graphical end of the game. 99% of anything that is drawn on the screen was made by him. He takes credit for

- Title screen
- Enemy/player sprites
- HUD icons
- Backgrounds

Jeremy

Jeremy worked on the coding of the game. He takes credit for

- Understanding/implementing the pathfinder and utilizing it to work with enemies in the game and making the levels that enemies spawn on
- Putting the sprites made by Thomas into the game and the story slides made by Daniel
- Some of the enemy and gun types
- The second boss(Broodmothermother)
- Finding and putting in music
- Designing most of the level types

Daniel

Daniel worked on the coding of the game. He takes credit for

- Most of the gun, enemy and turret types.
- Making the story slides
- Designing the 'Defence' level type
- The first and last boss