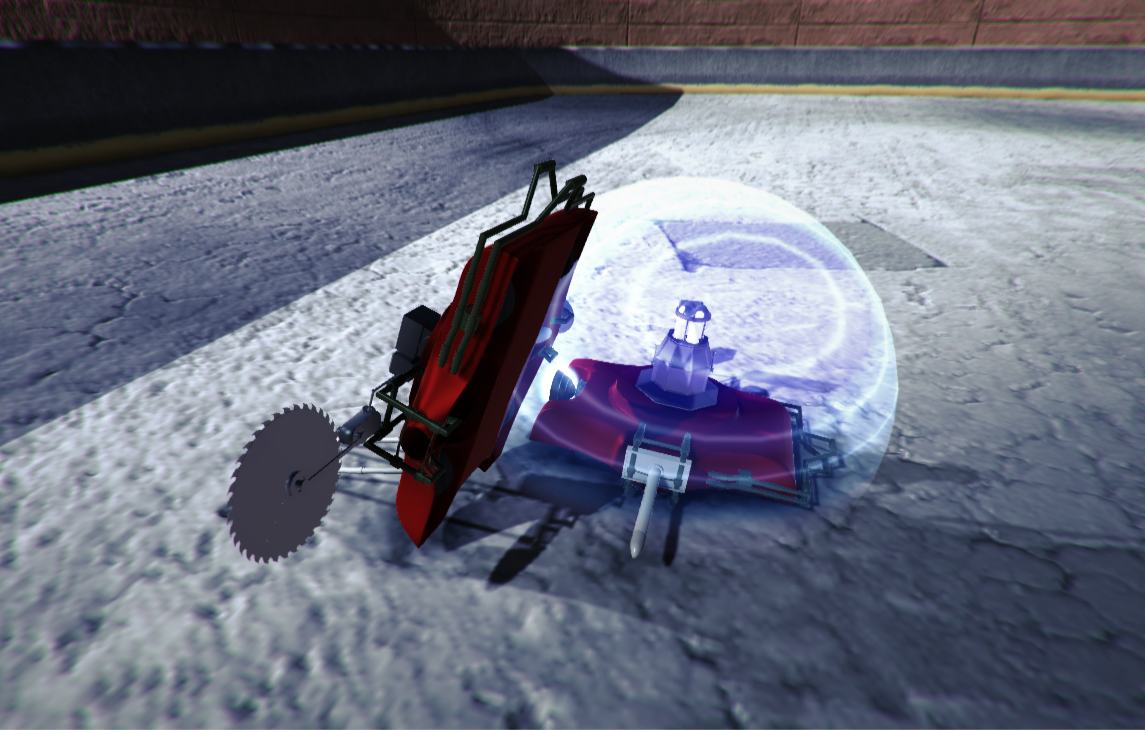
**Game Design Studio Two**

**“Mowdown”**

**Team Four**

Final Report



**Team Members:**

Matthew Carver –12028130

Deinyon Davies – 11688025

Robert McClelland –11743693

Dinh Bao Anh (Brendan) Vo – 11437237

Jesse Walker – 11729631

**Sprints**

**Sprint 1:**

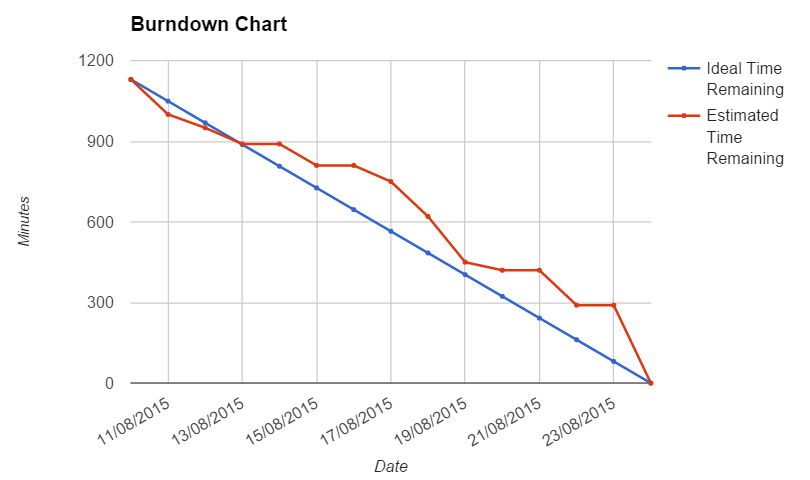
10 / AUG / 2015 – 23 / AUG / 2015

User Stories: 22

Estimated Time: 1,165 minutes

Completed: 1,165 minutes (100%)

Actual Time: 1,780 minutes



**Sprint 2:**

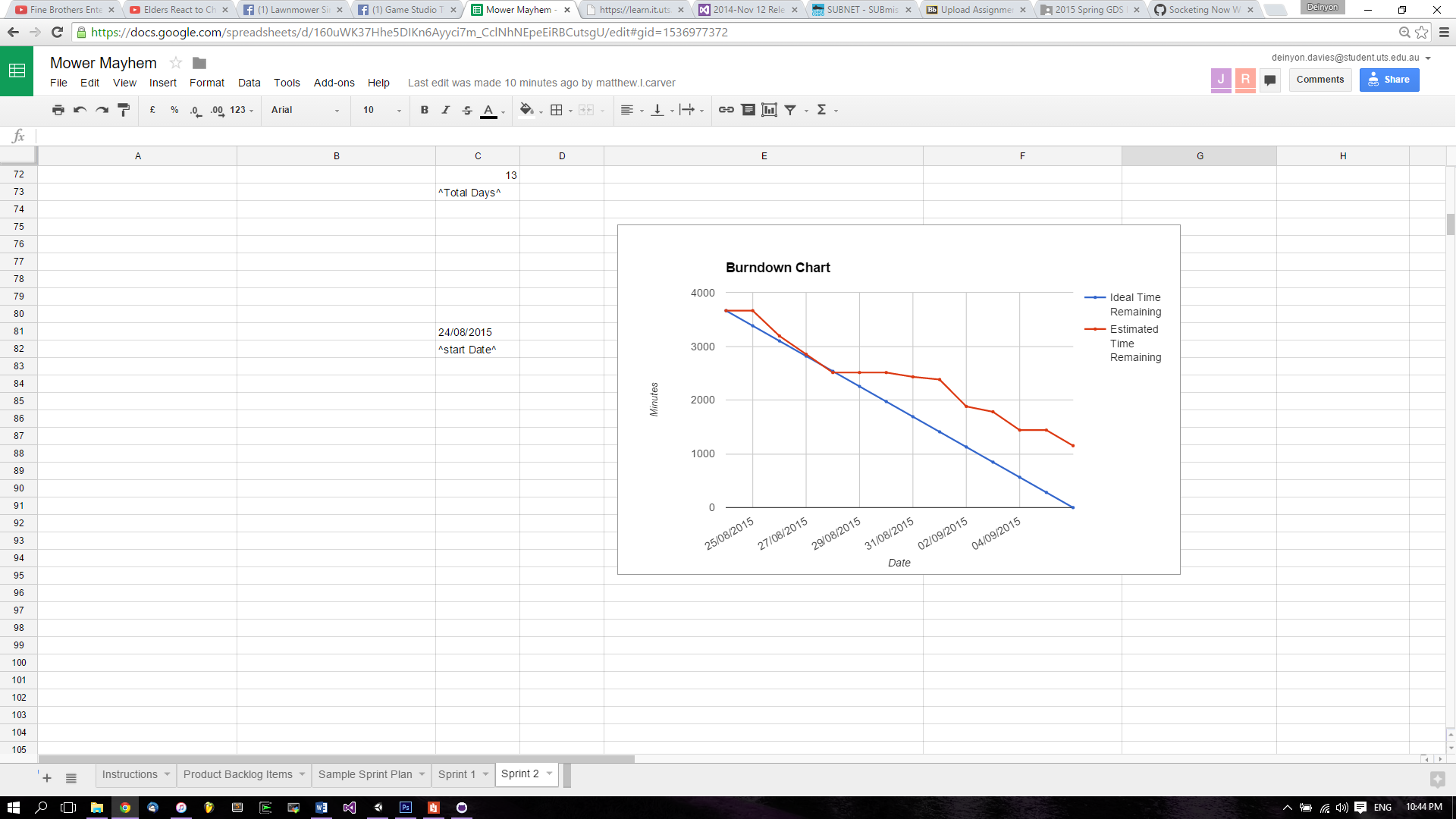
24 / AUG / 2015 – 06 / SEP / 2015

User Stories: 24

Estimated Time: 3,660 minutes

Completed: 2,510 minutes (69%)

Actual Time: 1,935 minutes



**Sprint 3:**

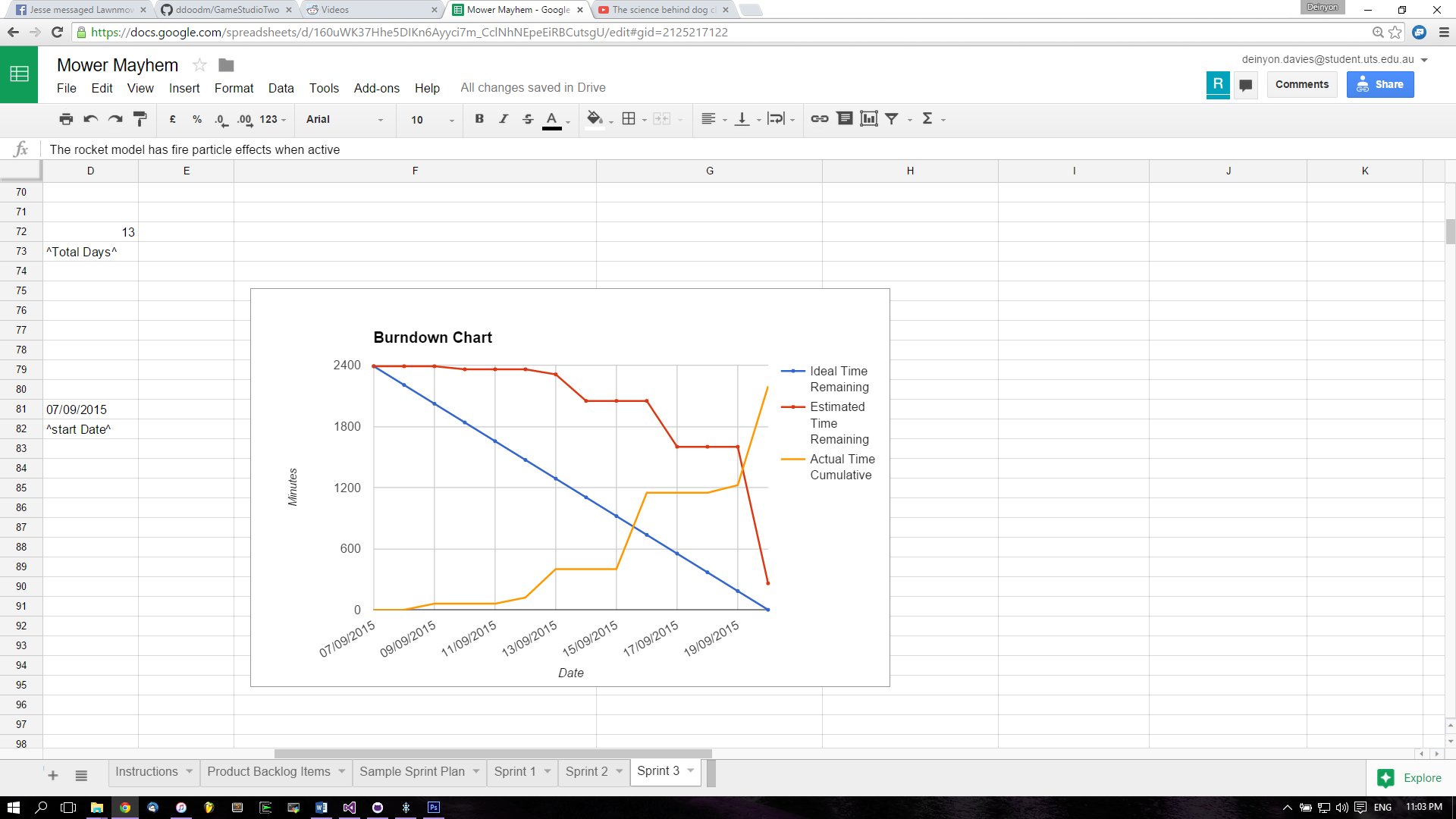
07 / SEP / 2015 – 20 / SEP / 2015

User Stories: 30

Estimated Time: 2,390 minutes

Completed: 2,130 minutes (89%)

Actual Time: 2,193 minutes



**Sprint 4:**

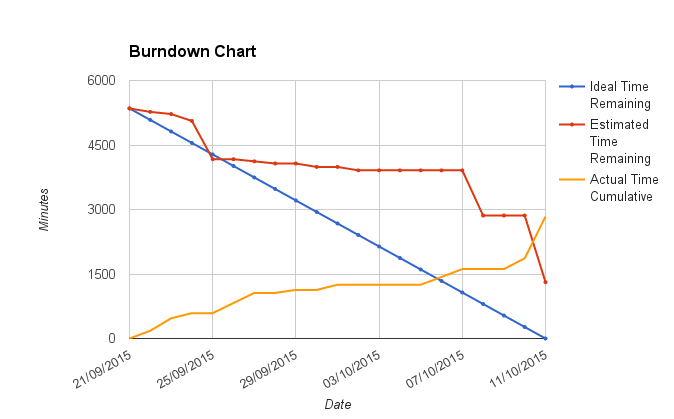
21 / SEP / 2015 – 11 / OCT / 2015

User Stories: 33

Estimated Time: 5,350 minutes

Completed: 4040 minutes (76%)

Actual Time: 2,835 minutes



**Sprint 5:**

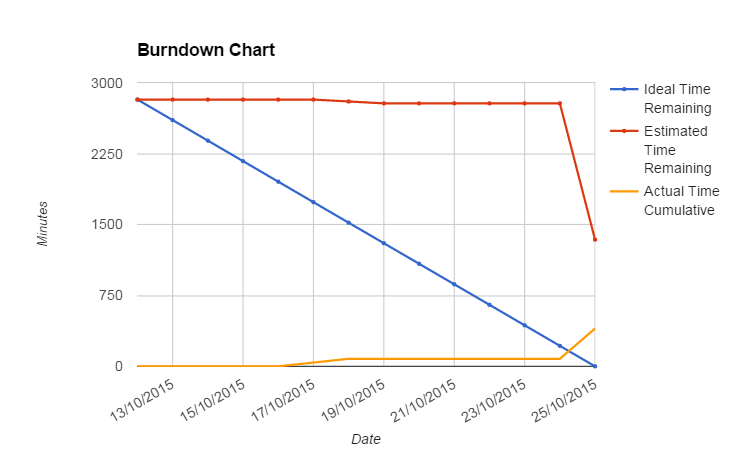
12 / OCT / 2015 – 25 / OCT / 2015

User Stories: 9

Estimated Time: 2,820 minutes

Completed: 1,480 minutes (52%)

Actual Time: 360 minutes



**Significant Contributions**

**What is the one thing your team did really well? What evidence can you show for it?**

**If you had another sprint to work on the game, what would be the 3 highest priority user stories**

If the team had one more sprint to work on this game the most important use case would be to add a tutorial to replace the constant tutorial messages in the game. Balancing would then be next on the list so as to deliver a favourable experience to the player. *Lastly the team would attempt to implement the final mower chassis which has already been modeled and textured (Anyone got a better idea?).*

**Write one paragraph response to each of the assessment criteria. Provide evidence when possible to support your claims. Evidences can be part of the appendix for this document.**

**Timely and accurate sprint reports and presentations**

The team always endeavoured to provide an accurate representation of their completed work in all their sprint reports. Even when the team completed very little work in sprint five the team did not attempt to ‘rewrite history’ to deliver a favourable report rather the team expressed its difficulties and made moves to complete the uncompleted work in the following week when the team had more time.

**Evidence of iterative development with user testing**

The team conducted prototype testing with the public during sprint 2. Many things were suggested and most of them were added into sprint 3 or implemented in further sprints. Things added from user input include the addition of arrow key controls, environmental damage, and activatable attachments.

**Problem solving and communication within the team and with publisher**

Upon looking at the specifications of the game the team decided that a two dimensional perspective would be detrimental to the quality of the game. However as the publisher wanted some form of two dimensional perspective the team added a top-down camera that would adjust depending on the distance between the player and the bot. The camera would automatically adjust so that the bot and the player would always be in frame.

**Completeness and polish of the game**

**Creativity and interesting features**

The team wanted to provide a progressive experience for the player but not fall into the trap of most RPG’s where the upgrades would be purely mechanical. To work towards this endeavour the team made a new model for every attachment and almost all attachments had their own playstyle - the spike would encourage ramming your opponent whereas the flipper would encourage moving up to the opponent and strategically activating the attachment.

**Evidence that game is fun**

In all of our tests testers expressed an interest in continuing to play the game. Despite testing periods being up to an hour testers would not become disinterested in the game and continued to give useful feedback and play the game. Furthermore upon completion of the trailer the team distributed the trailer to testers and all of them expressed interest in a chance to play the game again.