

Michael Lynch & TJ Tarazevits

Project 2 Post Doc

NOTE: The Project is currently unfinished due to complications regarding the storm Sunday/Monday

We managed to meet a large number of our design goals that we listed in our original design document. We have various level designs, controls fully implemented, and different gameplay obstacles. We did not implement a difficulty curve so much as a different playstyle. Our game evolved from a difficulty increasing game to a “you have to deal with these changes”. The difficulty really comes from the player’s ability to see the patterns we have. We did not implement sounds or onboarding.

TJ implemented the initial scene and initial controls. Michael implemented the scene selection, tuned the controls, created the 2nd-4th scenes and all the necessary transitions and level setup.

The inability for us to meet in the labs due to various conflicting interviews and projects really killed us this time. Also the storm on Sunday/Monday made it impossible for us to finish the game, all the finish work fell to Mike and that did not go easily.

At the time of this submission we’d likely give ourselves a C. Our project, while mostly there, is still far from done. It requires a few key gameplay elements to be finished such as the setup period being finished and actual physics being implemented on the pawns/sliders.