FINAL RELEASE REPORT

PROGRESS REPORT

For the past two weeks we have focused on finalizing the code for the showcase. As a result, new software features have not been implemented and most of the changes have been in response to feedback from user testing. AI behavior and pathfinding has been improved so that units do not become stuck on walls. Unit animation and animation code was also implemented. Additionally a robust sound framework was implemented and integrated with the levels and menus. Final concept, gameplay and game architecture documents were also completed.

ACTIVITY BREAKDOWN

Nick

In this period, Nick was responsible for implementing avalanches and hotfixing code.

- Group Meetings - 7 hours
- Ping graphics revisions - 3 hours
- Miscellaneous graphical revisions - 3 hours
- Animation graphics revisions - 3 hours
- Level switching code - 4 hours
- Avalanche code - 2 hours
- Documents - 2 hours

Total: 24 hours

This sprint, Nick implemented support for slideshow-based cutscenes before each level. This involved making major modifications to the level-switching code, which in turn made the level switching code more robust overall. Nick also modified the physics plugins to provide more tight control over its associated animated graphics plugin in response to changing situations. Finally, Nick made several changes to the ping graphics engine to facilitate player feedback and implemented the avalanche controller.

Elle

During this two-week period, Elle ran some user tests, made changes to the level editor, and created a new level.

- Group Meetings - 7 hours
- Player testing - 4 hours
- Documents - 5 hours
- Level creation - 2 hours
- Stomper implementation in level editor - 1 hour
- Wall translation implementation in level editor - 1 hour

Total: 19 hours

Elle implemented movable walls in the level editor. This was efficient as now the level designer can move walls around the level versus having to constantly remake levels, She also created a level with unique monster shaped walls, which was liked by the users as they found it interesting, hence this was also a good use of time. User tests was also a good used of time as it helped point out what points in the level were unclear and what could be improved in the game.

Rena

In this two week period, Rena's main responsibility was creating a tutorial interface and integrating it with the game interface. Rena was also in charge of reworking old levels and creating new levels in response to user testing feedback. In addition Rena also handled some of the animation code.

- Tutorial interface - 7 hours
- Level design and player testing- 7 hours
- Animation Implementation - 4 hours
- Group meetings - 7 hours
- Concept document - 2 hours
- Two-week report - 2 hours

Total: 29 hours

Rena's tasks for this week were a valuable use of time especially the creation and integration of the tutorial interface with the game interface. Having the tutorials enabled players to play the game by themselves without instruction. This is the most accurate reflection of how our game would be really played. It also gave us valuable feedback on what features of the game were obscure or hard to understand. Level design is also important in order to make our game more enjoyable. Animation was also a good use of time as it gave our game a more polished look.

Natalie

For this sprint, Natalie finished and implemented the animations for campers, stompers, and hunters. She also designed some levels and ran player testing sessions.

- Group meetings - 7 hours
- Level design - 3 hours
- Monster animation filmstrips - 6 hours
- Monster animation code and debugging - 1 hour
- Player testing - 3 hours
- Final document portfolio - 5 hours

Total: 25 hours

Player testing was a great use of time and prompted Natalie to design better levels for players, using landmarks to reveal keywords and images in levels. The monster animation was also a good use of time as it gives the game a better sense of completeness.

Anthony

Anthony's role during for the final release was to work on documents and fix bugs, including AI behavior.

- Group meetings - 7 hours
- Documents - 3 hours
- AI-fixes - 4 hours
- Bug-fixing - 5 hours
- Playtesting - 1 hour
- *Total: 20 hours*

Most of the time this week was spent bugfixing, pathfinding, and AI behavior. The time is well spent as the fixes result in better overall gameplay. As a result hunters become stuck less often and camper and stompers have been implemented.

Detian

Detian role for this sprint was to work on polishing the game and implementing some of the secondary objectives.

- Group meetings -7 hours
- Documents - 2 hour
- GUI improvements - 3 hours
- Musical effects - 2 hours
- Particle effects - 2 hours
- Debugging - 4 hours

Total Hours: 20 hours

The secondary objects turned out to be more useful than anticipated. The music and particle effects (such as those when landmarks are discovered) improved player feedback and helped the player understand the game more. It also added to our overall game effect, making it more polished.

Productivity Analysis

Overall we were very productive for this two week period and we accomplished a lot. We fixed many of the existing bugs and implemented many other secondary elements such as sound assets, animation, additional Artificial Intelligence code and a tutorial interface. The sound assets took more time than expected to implement mainly because there were so many sound assets to include at different intervals (menu screen sound, death screen sound, winning screen sound, critter pinging recharge sound, hunter pinging recharge sound, background music and pinging). The tutorial interface also took more time than expected to implement. This is mainly because our tutorial screens are detached from the levels (i.e. they are not textboxes within the level) because the tutorials include short slides that expound upon the underlying story. The Artificial Intelligence code for the stomper (a newly introduced monster that we planned on including at the beginning) took less time than expected to implement because we were very familiar with the Artificial Intelligence framework.

Showcase Assessment

At this point we have fully completed our game. However, in the next week we will still be polishing our game to prepare it for showcase. Our main focus will be user testing and reworking the levels to make gameplay more enjoyable. We also plan on finalizing and integrating the backstory into the game. In addition we are also tweaking the Artificial Intelligence to make the game more enjoyable.

Activity Breakdown

Nick

During the next sprint, Nick will be standing by to fix any bugs in the ping or graphics code.

- Hotfixes - 10 hours
- Group meetings - 5 hours

Total: 10 hours

Elle

Elle will be working on performing more user testing, figuring out where players may need more guidance on levels, and she will be drawing more wall drawings on the levels to make them more interesting. Elle will also be working on finishing up the game manual.

- Group meetings -5 hours
- User testing - 5 hours
- Level design - 2 hours
- Game manual - 3 hours

Total: 15 hours

Anthony

Anthony will playtest to refine the AI behavior. Additionally he will help refine documentation.

- Group meetings - 7 hours
- Documents - 2 hours
- AI behavior - 7 hours
- Bug-fixing - 4 hours

Total: 20 hours

Rena

Rena will be finalizing the story behind the game, doing user testing and reworking the current levels to improve gameplay.

- Group meetings - 5 hours
- Level design and player testing - 12 hours
- Story- 3 hours

Total: 20 hours

Natalie

Natalie will shift her graphics focus to the game manual and poster.

- Group meetings - 5 hours
- Game manual - 2 hours
- Poster - 2 hours
- Miscellaneous graphics - 0 to 5 hours
- Ad hoc coding/scripting - 0 to 3 hours

Total: 9 to 17 hours

Detian

Detian will be debugging and working to polish the game.

- Group meetings -5 hours
- Debugging - 10 hours

Total: 15 hours

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Orphan...