

Updates

The main features we ended up scrapping were a power up system, multiple pathfinding algorithms/genetic algorithms, and a runner AI. We found it very hard to find and implement one algorithm and didn't think we'd have the time to implement more algorithms despite originally planning on it. Using a genetic algorithm would have been cool but also would not have taught us as much as using something as hands on as A*. Lastly, both the power up system and runner AI ended up falling through because we didn't have enough time and really wanted to hone in and polish the tagging AI. During playtests we found running to be more fun and also found it much easier to implement A* as a tagging algorithm. Although a few features ended up not being implemented, we still kept the core ideas like the AI tagger, multiple modes and multiple maps. We also think that the limitations we faced helped us to make a cleaner product with better UI, instructions, gameplay and other features we wouldn't have thought of or had time to implement otherwise.