Slater

Connor

Ian

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Post Mortem:

We decided from the beginning to keep our idea simple and to get the mechanics of the game done first. We wanted a simple shooting game which had you shoot a crossbow at targets and have the arrows stick. The type of targets we would shoot at and how the game would progress did change but the core idea stayed the same.

We realized we had to keep it simple because we thought the idea would be fun enough. Through play testing, the simple fact that we created a First Person Shooter, created the entertainment. We saw people smile and laugh as they shot the targets and tried to push them off the stage.

People said that they wanted diversity in the targets which we created and it wasn’t until the near final version that we got the game to look good. We made a crossbow in Maya so the game looked more realistic. The bow was just floating at that point so we made a set of arms and hands to hold the weapon to give a good impression of a FPS.

We could have added movement and allowed the player to move and shoot. If we did this, we could have set up multiple areas for the player to shoot at different targets.

What went right?

We chose to get our main mechanic done first , so now we have a crossbow that shoots arrows. By focusing on the main mechanic we were able to make a fairly fun shooting game.

What went wrong?

with the lack of time we were not able to input a scoring system to the game, we mainly focused on finishing our main mechanic.

Starting over, what would you do differently?

If we were to start over, the first thing we would do differently is have more group meetings to keep every involved and progress the project faster. by having more meetings