

**Project Name:** Dark Night  
**Group Name:** Legends (Arceo, Tan, Capiral)

### **Reflections about the Project**

First of all, we really had a hard time understanding the engine that we are to use. Knowing that we are all novice gaming programmers, we knew that we would really expect a difficult semester trying to finish the application. However, as the time progresses, we also began learning how to use the engines (Pyglet on Python with OpenAL support), and with that, some sprints were that easy to accomplish.

Problems that we really encountered are the various integrations regarding the engines used. There was a time that one of our group members changed his platform (from Mac to Windows), and it took us some time before we adjusted. Although it really took us some time, by this problem we were able to conclude that our game will work on all platforms, on Windows, Linux, and Mac, as long as the required dependencies are installed. Our application requires the installation of the OpenAL driver and AVbin, where we used a version that is not the latest stable, since it causes errors on the application.

### **Description and Analysis of Results**

For the alpha testing, notable comments that we received were:

- There were no instructions embedded in the alpha version of the application
- The game is a unique concept
- There were some lacking elements in the navigation

Other than that, the software gained fair and promising reviews, which we believe are easy to improve for the beta version.

**Average of all SUS scores:** 67.5

### **Recommendation for Next Iteration**

For the next iteration, we must:

- Add tutorials and instructions on playing the game
- Repair timing errors in the game
- Make sure that the application can be released to the public with ease