



Ahhh! Get these monsters
out of my castle!



Our Game

- 2D Top down survival
- Player controls an adventurer defending home from monsters
- 3 levels of increasing difficulty, upgrade after each level
- Final level ends when the final boss is defeated



Our Feedback Loop

- Input - Keyboard (WASD+Space) and Mouse
- Action - Shoot projectile and Run
- Obstacle - Enemies coming at you, Pits and Spikes to avoid
- Goal - Remove all enemies on screen to progress to next level.

Playtest

<https://byeongchan.itch.io/vg1-teddyteamfinal-0420>

Our Approach

- Weekly meetings
 - Fill out progress report, discuss bugs, divide future tasks
- Divide and Conquer



Positives and Negatives

Positives:

- Everyone knew what they were responsible for
- Progress made each week
- Everyone was knowledgeable about the whole project

Negatives

- Merging together often caused errors/merge conflicts
- Hard to know how far along others are
- Changing things without proper knowledge

Recommendations

- Weekly group meetings
- Group chat/constant communication
- Get as many playtesters as possible (and a variety of playtesters)

Successes and Failures

Successes:

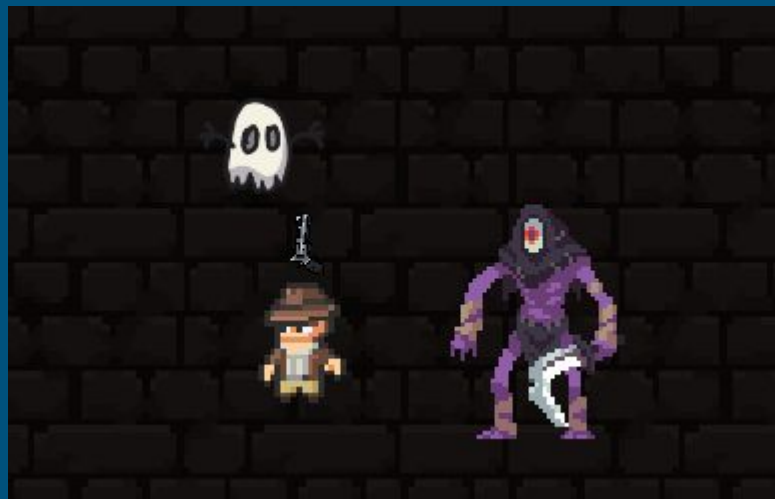
- Core game idea achieved
- Playtesters like the overall style and experience
- Wide array of animations for play and monsters
- Replayability

Failures:

- Implementing multiple weapons
 - Melee weapon
 - Switching weapons
- Special bullets for bosses

Lessons Learned

- First large scope group project
- Be flexible and realistic
- Communication



Citation

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