

Team 2-bit Dev Log

Week 8: 06/11/23 - 10/11/23

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Overview:

This week we received feedback on our prototype from our publisher Liminal. Unfortunately due to time constraints we are unable to work on the project this week. This means that we will have to make adjustments to our upcoming schedule to ensure that works are finished on time. This week was also the completion of our prototype sprint as all of the tasks are now complete.

Agile Sprint Update:

Sprint 4: Prototype (Complete)

Production of 2 game proposals with detailed information on the experience. To be submitted to Liminal VR for green light to begin development.

Links

Link to Minutes and Agenda: [CS2 - Minutes and Agenda](#)

Link to Team's Jira Scrum board:

<https://cs2mr.atlassian.net/jira/software/projects/CS2LVR/boards/2/backlog>

Miro board overview: https://miro.com/app/board/uXjVMj-Nye0=/?share_link_id=77318451600

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This week's completed tasks:

Sprint 4 Tasks:

Receiving feedback from Liminal on Prototype

This week we received feedback from Liminal via email and through a meeting. In the email, the main feedback was to ensure that we got the difficulty of the experience correct. In the prototype we have a single set difficulty. The amount of targets on the screen is set to 8 and they do not despawn after a set amount of time. In the final game we will start with a small number of targets and increase them over the length of the game. Targets will also despawn if they are not shot in a certain time increasing the difficulty. These will need to be adjusted through player feedback once the mechanics are implemented, to make them fun for the player.

We then had a meeting with the Liminal VR CEO which I was unfortunately unable to attend. My co-lead Robin took part in the meeting and took the following notes on the feedback form Liminal, which he later shared in the daily stand-up meeting:

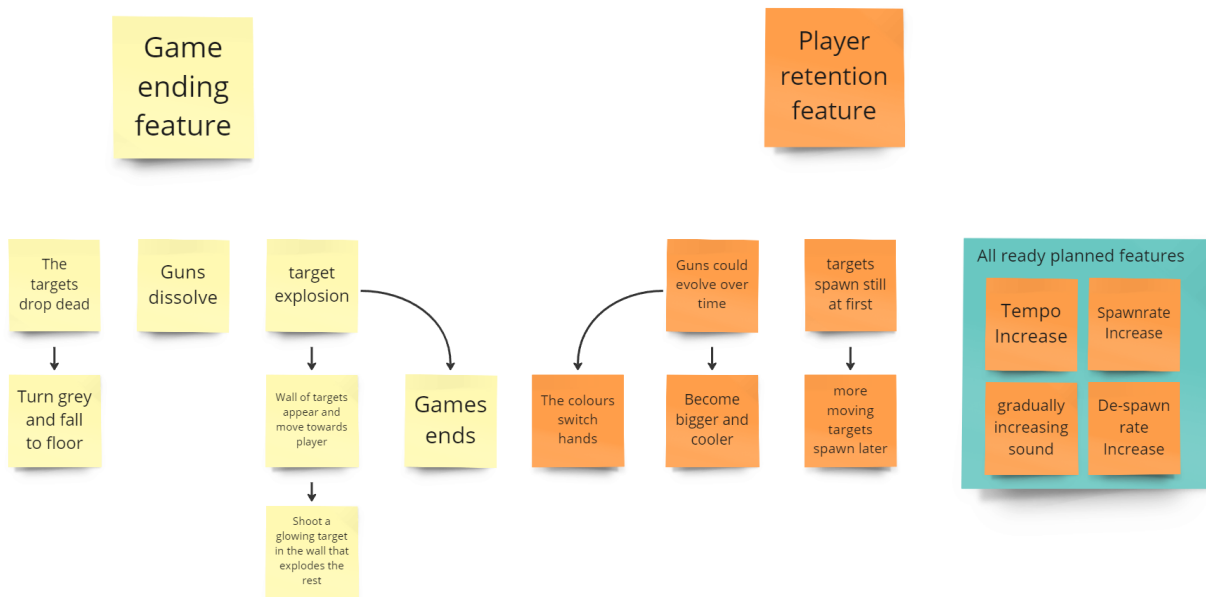
- Make sure the assets are well polished
- Think about features you can implement into your game increase player retention throughout the game
- Add an impactful ending to the game
- Have a start, middle and end
- The guns are far too big
- The guns are pointing the wrong direction
- Make sure the game is well optimised to 72Hz
- Look into OVR
- If you don't get an audio student to work on your game you can use soundtrap.com

Brainstorming potential solutions to feedback

Through the Liminal meeting, two of the main pieces of feedback that we needed to consider for our next build of the project were a game ending feature and a feature that would increase player retention throughout the experience.

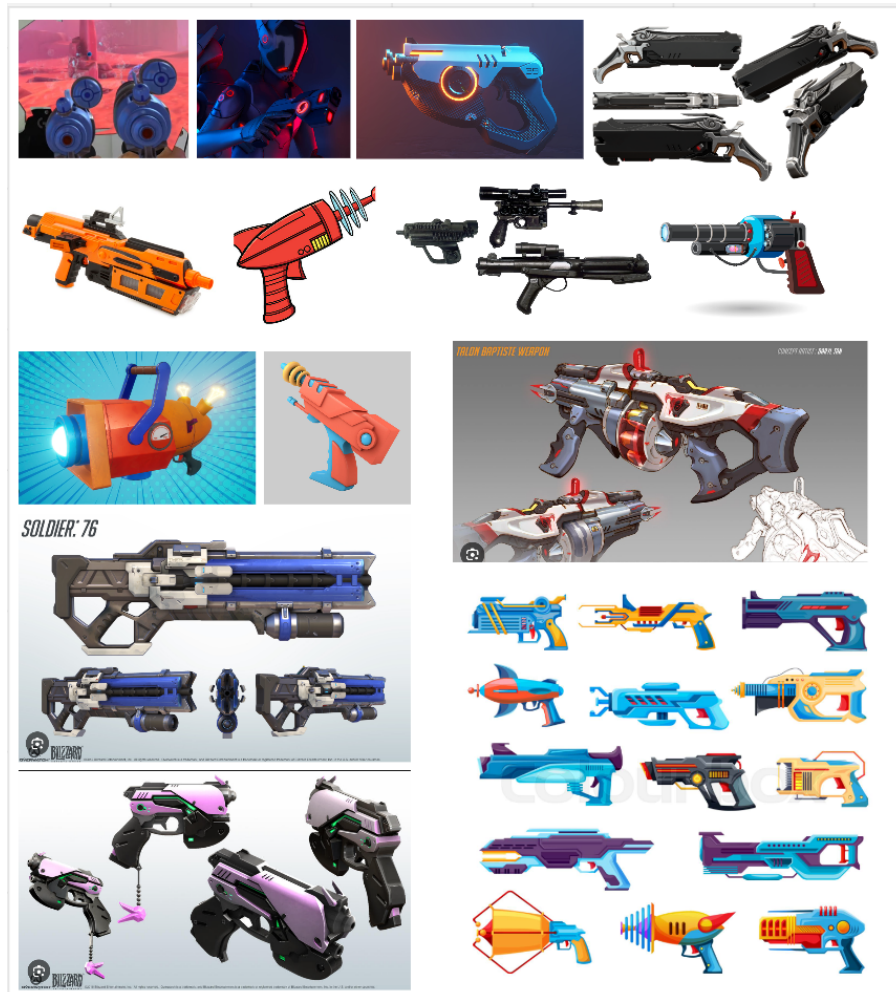
Myself and my co-lead Robin had a brainstorming session where we came up with some ideas for features we could implement within the Alpha build of the game.

Brainstorming session - Game ending and player retention features:



Sci-fi weapons mood board

Our current laser gun model is a temporary model created on Unity, with game objects. For the final build we will need a gun model that is more polished to create a more engaging user experience. As this time is fast approaching, I started a mood board to find inspiration for our next gun model. I plan to further develop the design, which I will then present to student artists within our school, to see if they would be interested in collaborating in our project.



Problems encountered

Team Meeting

After finalising our content creation and sound effects team members over the past 2 weeks, we are yet to have a meeting where all of the team members have joined at one time. This was due to some scheduling issues, so I have sent messages to each member of the team, asking for them to choose a preferred date and time for the meeting to take place. Once I have received notice from each member I can organise a time and date for said meeting. This meeting will be a weekly stand up where we will discuss progress with the game and check if there is anything required or if there are any blockers preventing work from happening.

Audio team

Unfortunately, the audio members that were interested in creating music for the game are currently busy with other projects and do not have the time to currently invest in our project. Therefore, we will need to discuss how we will overcome this problem. The two main solutions are using licensed music for commercial use, or creating a music track ourselves.

Team Members:

Robin Pound - Co-Lead:

Individual works:

- Took meeting with Liminal CEO

Next Week's Goals:

- Complete the outstanding tasks for sprint 4 prototype over the weekend
- Start Sprint 5: Alpha Build
 - Create a feature complete alpha build that has all the core components and features present

Feedback and Comments: