ChaosInitiative – Procedural Jam Post-Mortem

# Peer Marking

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| **Team** | **Mark Allocation** |
| Jake King | 20 |
| Owen Ruddle | 20 |
| Matt Gray | 20 |
| Tom Redwood | 20 |

# Game Reflection

The generated theme was ‘an online game where you cure DNA for freedom’. We didn’t want to interpret this literally, keeping away from the typical science game approach, we wanted to go for a more abstract portrayal of the theme. For the initial idea generation, we ignored the online game aspect was because it was unrealistic to make an online game in a game jam. So we just fit the ‘on line’ part into our game in a different way. We thought how each part of the theme could be presented; a patriot turning communist into other patriots was the first iteration. Patriots representing freedom and the turning representing curing DNA.

This became the undertone of the game, however we thought it was too political and skirted the line of political correctness. Which led onto abstracting it further; someone on drugs (freedom) trying to get other people on drugs, but the drug user sees it as curing mutants into freedom fighters.

Our assets were thematically consistent but could still use some work as some of the animations were disjointed and didn’t have the full desired range of movement. On the other hand, we did succeed in portraying the different levels of high the player’s character is experiencing while on freedom.

Our starting sequence succeeded in setting the scene for the game, we used sounds to portrayed what was going on in each of the images. However due to it being a last minute addition the quality of the images was lacking.

The control scheme ended up being an expert system which means that while we were creating the game we became accustomed to the controls and didn’t realise that we made them more complicated than they needed to be. This is a good lesson to have learnt as it can happen not in just game jams but any games development without external testing. Next time we will make sure to keep the controls simple maybe even having someone test the controls. Taking the mouse out of the control scheme would solve a lot of the problems with it.

Finally, we managed to complete the game within the jam’s time frame; it has a working core loop and even though the player can’t win that was a design decision. We wanted to get the point across that taking drugs is bad and you’ll never win.

# Group Reflection

Our face to face communication was excellent we did most of the work while the group was together, this allowed us to have a lot group meetings enabling us to have a solid group direction. Keeping all members up to date with the current progress of the jam. Group work was efficient and everyone stepped up to the plate when extra work was needed even if it wasn’t their allocated task to begin with.

We did what we said we were going to do a game mainly focused on assets to portray the game’s idea.

Although we used slack well enough to communicate when we were not face to face, we should have made use of Trello to keep track of task and the to do list. We did come across any problems this time as we were together for most of the work and could ask if anything needed to be done or improved. However, if this was not the case then we would have struggled communicating ideas and problems.

# Personal Reflection