ChaosInitiative – Sticky Jam Post-Mortem

# Peer Marking

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| **Team** | **Mark Allocation** |
| Jake King | 26 |
| Owen Ruddle | 26 |
| Matt Gray | 26 |
| Elliot Fenton | 2 |
| Tom Redwood | 0 |

# Game Reflection

Kept to the original high concept

We started with spending time solidifying our high concept, this allowed us to find problems with the concept that otherwise would have caused problems later in the build. Such as; when we were discussing how the bullets would work we had thought about having different types only killing their matching enemy type. This however was warping the main mechanic in to matching rather than defence so we decided to steer away from that to just have the different types have different effects.

We aimed to create the high concept that was feasible. We managed to achieve this without much of any feature creep by setting the height of the project so that we started with the main features and setting locked down stretch goals that would then complement the main game features. We managed to reach all of our original stretch goals.

By the end of the build we found more areas for further development like; more numbers of levels, boss levels, user creation of levels, different enemies. We need to devise a normal for balancing the levels, maybe even a tool that allows the creation of levels to be fair.

One of the considerations from the advice we had been given was that the movment might be frustrating, not being able to move through other players, our personal

Frustration of player movement/interactivity – consideration from advice – however personal thoughts go against it for these reasons (list reasons)

Asset consistency

# Group Reflection

Man down from the start

Planning ahead was kinda not there

Good – chose to spend more time choosing a concept, which went well for us

Communication more (Slack) – More updates (People working, what they are going in to do, what has been done not just through GitHub)

Split tasks fairly – (Shaun recommend use Trello for future)

Bad – Shaun probably did too much of the framework, however that allowed us to focus on the rest of the gameplay elements

# Personal Reflection