

Present Rush Evaluation

Owen Magri & Peter Pantelic

Overall, we are pretty happy with the way the game turned out to be at the end. We had a completely different plan when we started creating Present Rush and by week by week, we began to implement changes that we thought would be beneficial for the game.

A positive outcome from building the game was that we overcame any bugs we encountered. We couldn't find any more bugs in the final build of the game so that's good. Another successive outcome was that we managed to make the game get progressively harder by score. Since we had children spawning before the previous one's de-spawn, this was a bit harder to achieve.

A shortcoming that we had was that we wanted to avoid children or presents spawning really close to each other. We also wanted to avoid them spawning exactly on top of the player. We had an idea on how we could create this but failed to do so due to time limitations.

An outcome we learnt during this project is that we should have a clearer plan at the beginning of the game we want to create. We wasted a lot of time trying out different ideas for the game that time gated us from creating other ideas such as having better spawning positions.