

## **Legend of Night: Crawl Back From Hell**

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### **Postmortem**

This post-mortem summarizes our team's experience developing our game. It was a collaborative project where we designed, built, and completed a playable game. Throughout the process, we encountered both successes and challenges. The sections below highlight what went well during development.

One of our biggest successes was creating gameplay that feels both fun and challenging. The difficulty is balanced through short-level design and unlimited lives, which encourages experimentation and allows players to improve without too much frustration. Enemies have recognizable attack patterns that require learning and timing to overcome, but they are not overpowered. The boss enemy hits harder but uses clearly telegraphed attacks, making the fight fair while still demanding. These elements contribute to a rewarding gameplay experience we are proud of.

Another success was the visual and audio presentation. We used 8-bit and 16-bit medieval and fantasy-style assets across visuals and sound, which helped establish a cohesive retro aesthetic. The consistent art direction and audio design created a unified look and feel that supports the game's tone and makes it more immersive. Everything came together in a way that felt intentional and well-crafted.

Finally, we were very pleased with the control system. For a short-term project, the controls turned out to be tight, fluid, and responsive, which is especially important in an action game. Movement and actions feel intuitive and snappy, enhancing the overall playability. We had concerns early on about how polished the gameplay would feel, but in the end, the controls were one of the most substantial aspects of the project.

One of our main challenges was working with state machines. We discovered that many bugs and unexpected behaviours were due to states not transitioning cleanly or as intended. This caused logic issues that were sometimes difficult to trace and fix, slowing down our overall progress.

Implementing the bats and their behaviour was another major hurdle. We initially wanted them to use steering behaviours to create dynamic movement, but we ran into issues during their death animation. Even after their health reached zero, they continued moving and could still damage the player. As a workaround, we decided to have them disappear immediately after their health depleted.

We also found it challenging to work with the game engine itself. Coming from a coding background without visual tools, some team members found the engine's interface and

limitations restrictive. We struggled to get the engine to do exactly what we wanted at several points, which led to workarounds and extra time spent figuring things out.