

# [Team\_Name] AR2 Reflection

Anya and Liz

## Procedural Reflection

- The split-class groups that we (and everyone) did seemed to have a moderate effect. While it felt like we got twice the feedback by halving the group sizes, the group Liz worked with seemed less vocal than the full class was last AR. Anya seemed to have had more success and got a much more vocal group.
- Now that we have visuals, having slides did indeed help the explanations.
- As we considered what feedback we wanted to query the class for, there was some uncertainty what deserved external opinions as opposed internal team consideration or NINJA hours questions.
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## Compiled Google Form Feedback

- Strong emphasis on prioritizing, especially getting the IRs attached very soon
- Several recommendations for low or no gravity, for ease of mapping IRs to a behavior
- IR controllers should map to:
  - One directly proportional to vertical position; an auto-scrolling screen; shoot function (potentially with spacebar, they suggest, but we can have two IRs)
  - One directly proportional to vertical position; the other for character speed, or shooting projectiles (with speed proportional to position)
- People's priorities to see from our game are surprisingly spread.
  - Clean code is medium or more important
  - IR controller has a mean of medium important, but votes to each side
  - Interesting platform layout medium to pretty important
- Conflicting recommendations to focus on our interests and the game world, that the IR input is not a key component; or, that the IR sensor input method is the key to our unique interaction, and we should leverage it into atypical character controls instead of classic left/right/jump type controls.

## Notes Dump from AR itself

Constant reading from arduino

No gravity is cool

Speed forward not intuitive

Closeness is intensity

Double jump using the IR sensors

Only use one hand

- Jump through hoops

- Higher hand - smaller jump

IR changes size of character

Not total random placement of enemies

- Have patterns of where enemies normally are

- Randomly select pattern

Start IR work

Get game working then make pretty