

# Week 10 Report

## Summary/Reflection

Overall, we have transitioned into the Publishing Phase well. We all have dedicated sites to develop and monitor interest in the game. Already our Facebook page has 86 likes thus far.

## Achievements:

- Transitioned into the Publishing Phase well
- Have a smooth transition into gameplay via an interesting animation where the players crawl out of the ground
- Updated UI system
- Numerous bug fixes
- Easter egg implementation
- Destructible windows and skeletons on death
- Polishing tweaks helping the game to look really nice and well... polished

## Problems:

- Yet to develop a storyboard for the trailer
- Had a very buggy build during playtesting which affected the results dramatically (players were picking up shovels as heads even)
- Worried about our audience reach due to our game being LAN and not many people knowing how to forward their ports to host servers
- Plugin installation created a massive problem stopping people from being able to work

## Plans:

- Develop a storyboard for the trailer
- Record gameplay footage for the trailer
- Gain further interest in our game via Facebook, Reddit, and Twitter
- Populate our IndieDB page with content
- Further polishing of gameplay mechanics, animations, sound, 3D and 2D assets
- Deep testing
- Custom icon and cursor