

Week 8 Report

Summary/Reflection

Overall, we have had a pretty productive development week with numerous fixes/changes/additions to the game. We're starting to get fairly less negative feedback due to these adjustments.

Achievements:

- Numerous bugs that are frustrating for players fixed
- Players now more actively move around the map more (level design)
- Added "How To Play" to main menu, players seem to have a better understanding of the game's goals
- Players struggled a lot to actually hit each other during combat; adjusted collisions to be less precise
- Created more attacking states and fixed animations, so players will always be able to fight and won't feel useless

Problems:

- Lack of communication regarding tasks (completion, progress, started)
- Low hours
- Coming to a unified decision on a couple important game design issues which arose from playtesting
- Deciding whether to buy 3D assets (decided no)
- Not understanding source control

Plans:

- Fix more client/server replication bugs
- Fix animation bugs
- Have less bomb spawns on map (currently too many)
- Game mode objective appear at the beginning of rounds
- Make HUD spider more evident as the timer
- Diagram of controls rather than list in Controls screen
- Come to a decision about how to make the points system in Dye Another Day less confusing

- Work on game balancing via level design
- Change background music during gameplay to be more goofy and upbeat, and to also indicate when a round is about to end