Week 9 Report

Summary/Reflection

Overall, our game runs a lot more smoothly and there are barely any bugs remaining.

Achievements:

- Numerous bugs that are frustrating for players fixed
- More comprehensive UI system - players now have easier access to 'how to play' and 'controls', and are informed of mode objectives at the start of rounds
- HUD and UI polish
- Player character polish
- Music and sound effect additions + polish
- Created more movement states and fixed animations, so players have a more enriched gameplay movement experience

Problems:

- Lack of communication in general
- Low hours
- Coming to a unified decision on a couple important issues which arose from playtesting

Plans:

- Fix more client/server replication bugs
- Fix animation bugs
- 3D assets and texture polish
- Additional feedback via sound effects, particle effects, etc.
- Music and sound effects polish
- New UI menu screens
- Facebook page
- Create a marketing and press release plan
- Get started on content for IndieDB page