5 things that went right in our development

1.Design concept

The teams initial concept for the game played a significant role in its overall development Our design was modular and as such we had many reusable components. Each level is based on tools introduced in the previous level. This also allowed us to deliver a finished product regardless of time constraint.

2.Collaboration

Initial effort made at the onset of the project helped guide the direction of the project and ensure completion. Each team member played a significant role in the overall design and this ensured consistency through the course of the project.

3. Use of Tools

We successfully found use for and implemented each software approach agreed upon at the beginning of the quarter. We also used many other tools discovered by various team members.

4. Milestone

We met all but one milestone by designing for each milestone ahead of time. This milestone involved implementation of sound effects and multi player mode. Deliverables for this milestone were completed the week after it was due.

5. Group Dynamics

Our group communication played a significant role in the success of this development. We were able to communicate progress through various means: e-mail, text message, Facebook, collaborative resource (Google) documents, etc.

5 things that went wrong in our development

1. Time constraint

Midway through the course of the semester, turnaround time slowed down for team members this was as a result of an increase in workload for other courses and team members illnesses.

2. Tool Development

Some of the tools we tried to incorporate into the game design turned out to be very difficult to implement in the given time frame. These tools had to be removed from the overall design

3. Implementation

Implementing certain portions of our game required significant research in order to be implemented effectively. This research time reduced our productivity as we had to spend significant time testing

4. Physics Engine

We discovered that utilizing the physics engine effectively required a lot of trial and error. Collisions and

particle generation / removal was very resource intensive and had to be optimized for game efficiency

5. Cross platform compatibility

One of our greatest difficulties was designing the game so that it runs efficiently on various mobile platforms. IOS and Android. Our game was designed to run efficiently on all platforms. However we were only able to test it on the android platform

5 things that we could do differently next time

1. Tool development

Adequate time will be spent developing more tools to increase difficulty level and improve the game experience

2. Increased difficulty

The difficulty level of our game can be improved. Development of new tools and utilization of existing tools to design more complex puzzles is something we can improve on.

3. Better game design

Through the course of this development, we have gained extensive knowledge in scripting with LUA and the corona labs API. In the future, this knowledge will enable us to write more efficient code and implement better designs that are scalable should there be a need to expand on the game.

4.Improved graphics.

Our graphic design required significant effort and thought. In the future, it will be helpful to utilize a graphic designer. This will improve the user interface and improve the gaming experience. It will also allow us to spend more time improving on our code design.