

Post-Morten

Student Name: Thanh Nguyen

Game Title: Cat N' Mouse

Actual Number of Hours Spent: 20+ hours

What features did you add, remove, or modify, and why did you make these changes?

Initial goal was to build a similar multiplayer game mode to StarCraft's Cat and Mouse, which required players to mine resources to build a defensive and offensive structure. In the StarCraft version of Cat and Mouse, the mouse had to mine gas/minerals for resources, and they were only good for mining and building structures. The goal in this version of the game was to kill all the cats and win. But in my game, I modified it so that Mouse were able to shoot the Cats and get coins for killing them. These coins help build cannons in my game. And instead of killing all the cats in my game, you only had score 2000 points to win. I allowed the Mouse to shoot and gain coins because this was a single player version of Cat and Mouse. But this modification sped up the gameplay compared to the old school StarCraft Version.

Summarize the feedback you received from players:

Controls on the keyboard and mouse were tough in the beginning but they slowly adjusted to it as they kept playing. For example, shooting up and down was harder than shooting left and right. They also struggled dodging cats and purchasing and placing the cannons down due to the fast pace of the game. Although they didn't utilize the cannons much, they could see why it can be helpful in the game.

One thought the Map/Game/Graphics could be bigger.

Based on this feedback and your observations, did your game create the experience you designed it to create? How can your game be improved in future versions?

Everyone struggled in the beginning but slow adjusted as they started to get in the zone and figured out ways to get around the game. This was the experience I wanted to create because of a memory I had when I played Cat and Mouse on StarCraft back in middle and high school.

Hopefully I can find a way allow the Mouse to standstill shoot up and down consistently. I found a code to shoot in all directions using the PC mouse, but the game felt too easy compared to the keyboard version.

You must scan and attach at least 3 User Feedback Forms from people who played your game.