**Week 6 Report**

**Summary/Reflection**

This week the tutorial level was finalised and the game made ready for external testing. Currently the game consists of an opening cutscene, tutorial and 3 faction specific levels.

Testing documents have been prepared for the following weeks and Josh and Nathan have been designated as testers.

While we didn’t implement everything we were hoping to (such as many sound assets) the game is now playable, start to finish.

**Achievements**

* Fixed many issues brought up by playtesting, most notably:
  + A spawn position issue in level 2 which would sometimes spawn a player outside the map, making the level impossible
  + In the tutorial players could fall into the large tanks and could not escape, making completion impossible
  + Playtesters ran out of time and got game over too soon, time limit has been tripled and does not start until after the tutorial is completed
  + Playtesters could not see available paths in the dark section of the tutorial even after lights had been activated and would get stuck/lost, lights have been added to the front of the platforms as well as on the top to make them visible
  + Playtesters would reach a section of the tutorial which required a specific player, eg player1, and realise that they had used player 1 to allow players 2 & 3 to reach the area and would have to redo the section using different characters, now all 3 players can reach any character specific section

**Problems**

Updating of new meshes brought some additional problems which took time to solve (i.e. re-materializing (yes, it’s a word) / texturing meshes)

**Plans**

* Playtesting/Bugtesting all levels
* Draw cut scene comic strips
* Fix any last minute models/textures
* Complete new camera mechanics, start replacing and optimizing textures + Materials.
* Controller Scripting
* Mechanic Refining
* Organize Skype meetings/minutes
* Improve camera

**Other Notes**