

Digduo

The mole the merrier

Story

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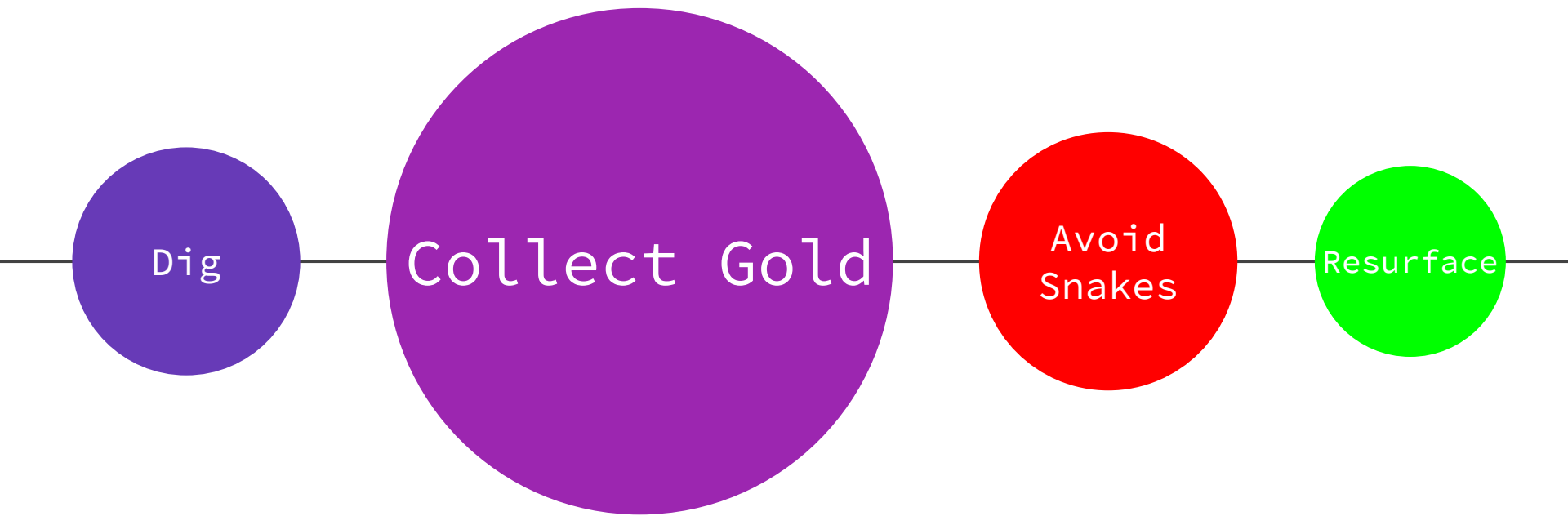
After a farmer (Tony Monsanto) exterminates the local mole population by introducing snakes into his field, there remain only two survivors. Old man Molestein, and his estranged grandson, known affectionately by his peers as the Mole-ster! The Mole-ster must collect the fortune left behind by his people, hidden deep underground.

By collecting all of the remaining gold from beneath the land, the **duo** hope to eventually buy back the land from Tony Monsanto, and eventually secure a place for themselves and future generations.

Sometimes the Mole-ster wears these very shades >



Flow



Implementation



Goal

You have to dig and collect as many pieces of gold within the time limit.

Obstacles

Snakes. They can steal your gold.

Lose Condition

If you run out of time the game finishes. You have to collect pieces and return to the surface to actually

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Lessons/Issues



Time constraints

We had a slew of other projects and jobs pop up during our final semester

Coordination

We started with our own framework, much like before, but soon discovered we worked on independent portions and in late stages, reverted to using built in components.

Communication

We did not have proper tasking. There was **nascent** lines of dialog. This lead to code base conflicts, a reset of the framework we should have used, and ultimately, a diminished project.



Be Willing To Fail Publicly

As highlighted in many game development blogs, failure in game dev is stigmatized, to the point where rapid iteration falls apart.

Very few people want to look dumb in front of their peers.

To embrace failure, we can only hope to use this as a marker for future success.

Quote

"Failure isn't fatal, but failure to change might be" - John Wooden