# Evaluation of process

## Design Evaluation

I decided to design an infinite climbing game where the player avoids moving objects, as I believed this was a simple yet enjoyable game which could easily be coded and tweaked. I decided to make the objects of the game floppy disks as per the design feedback I received. I did this because this object is quirky and made the game more interesting and doing this also allowed my game to become much less generic and allowed for an interesting name.

I decided to not make the objects generic such as bombs or fire as some feedback suggested. I also decided to make the players have three lives which would add competitivity to the game and I could easily represent this with emojis, as show in my code.

## Playtesting Evaluation

From playtesting, I learnt that the mechanics of the game were good and the movement of the players although buggy was enjoyable. This helped me focus my efforts on the most necessary features rather than ironing out small bugs in the code.

## Future steps

After handing in the coursework, I will fix all the bugs in the game and implement the features which from my feedback I deemed unnecessary, as I will be looking to add this to my personal portfolio of work.

## Course material

The course material that helped me when creating this game was learning about the types of fun that a player can have, as this allowed me to incorporate these theories into the design of my game, in order to make it as enjoyable as possible for the user.

## Time management

Below are emails which I sent to playtesters to organise time slots in which to have them play my game.



