

## Conclusion

We now have a fully working game with six levels plus a tutorial level, where we explain the controls of the game. Our story is split between the levels, after each level, a piece of story is presented. Additionally we have two possible story endings. We were able to iterate in our development process and refine our game.

The major changes between the alpha release and now are different textures of the WANDs as well as a texture for Little Sister, with her face appearing as soon as she stands still. Another addition we made, based on our results from the game testing, was to add a tutorial level where all the controls are explained through text signs. This left more space for introducing the story in the first level, as this was another point that was not clear in our game testing. Further we added a faster time reversal, a function to turn the music off and a rumble when Little Sister lands. We have also added an image that shows where Little Sister is on her way up to the surface and that is displayed whenever a level is finished. Some images:

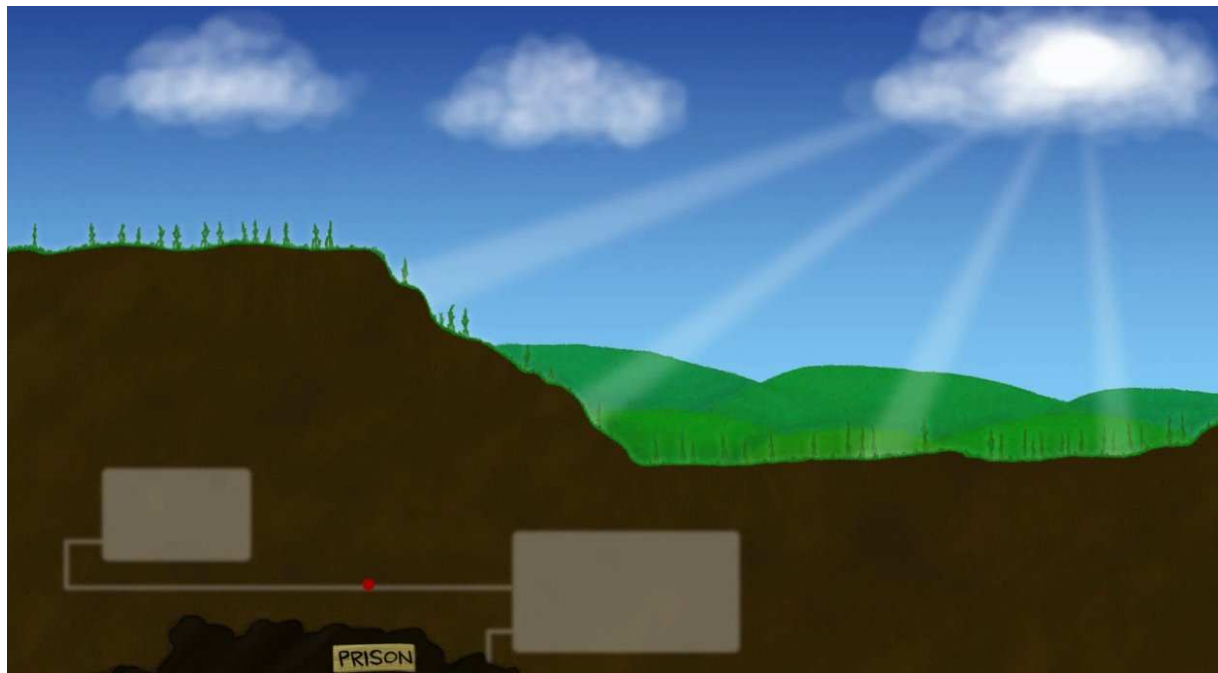


New Splashscreen





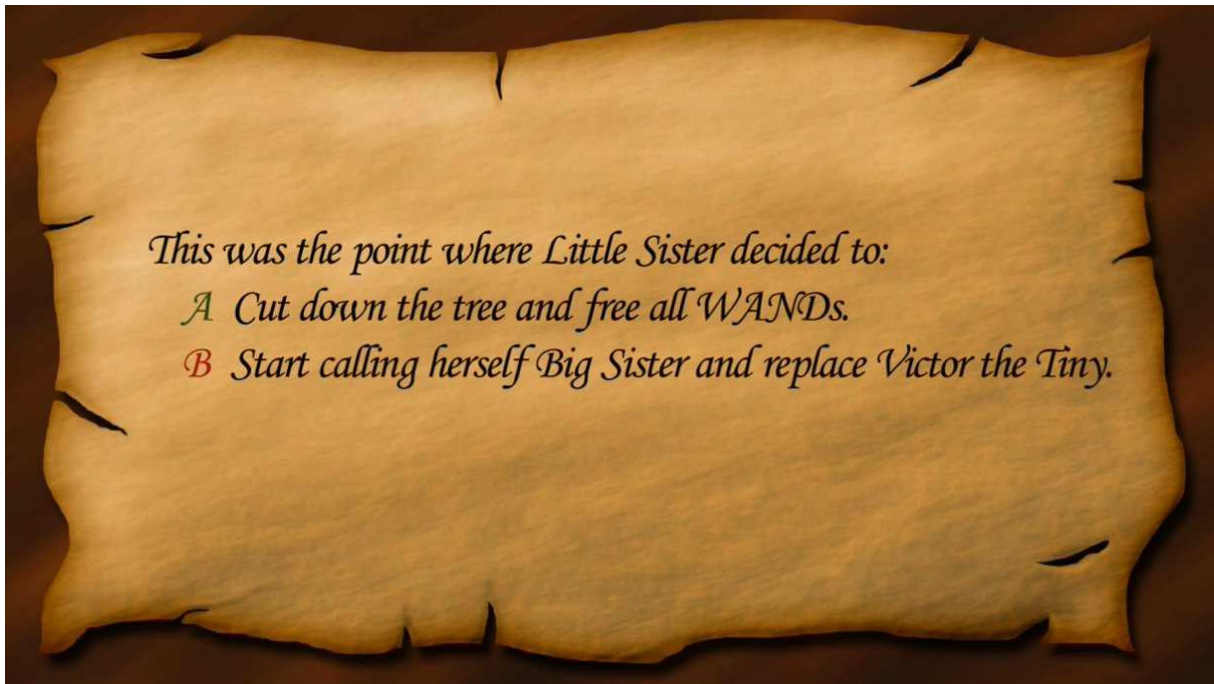
Tutorial for introducing the controlling



Screen showing where Little Sister is.



Facing Victor in the end.



Two different endings

The physical part with the resizing is mostly working correctly, although there are still a few cases where the behaviour is not plausible. One flaw we sometimes encounter is that a box is sinking slightly into the ground when resizing it.

We think that we more or less have implemented the ideas we had in the beginning. First we also had the idea of using other abilities, such as levitation, but this was soon discarded and we think that our game is clearer without additional abilities. Then we also wanted to have other objects but this was discarded as well, as we prioritized refining the game over adding more levels with other objects. But beside of these two points we managed to realize our initial ideas.

We created an Excel list of all our task and assigned them to each one of us, this we did each week. The first tasks were already given but in the end we always discussed each week what

things we had to solve (bugs...), thereby always keeping in mind our final goal. We usually achieved our tasks as planned.

The element that helped us most was the playtesting. It really was interesting to see people playing your game.

Otherwise we think that there were maybe too many reports to write, a presentation is usually enough. Writing the reports often was an interruption in our programming work and usually had a low priority during our group meetings.

We are quite happy with our game. Of course we have a lot of ideas how we could improve or expand it, but we believe that we have used the provided time well.

We really liked the course; it was good experience to implement something from beginning to end for once and to have a nice output that we like. It was worth the time we invested in it.