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TEAM 1 CONCLUSION – MORPH MADNESS

Game Programming Lab 2011
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Project Status

Functional Minimum

Functional Minimum	Status	Comments
Player can move sphere (all directions and jumping)	100%	
Player can grow and shrink sphere	100%	
Sphere can catch and move flag	100%	
Player can bump into opponent spheres to destroy them	100%	
Basic map (Non textured Platforms with simple connections)	100%	
Respawn of destroyed sphere	100%	

Low Target

Low Target	Status	Comments
Player with flag is slower than others	100%	
Big sphere is slower than a smaller one	100%	
Physical behavior with material properties (Wood, Metal…)	100%	
Basic sounds	100%	
Basic HUD (Points, Time, …)	100%	
Basic shading and lighting	100%	
Random placement of the flag	100%	
Enhanced arena (low physical effects)	100%	

Desirable Target

Desirable Target	Status	Comments
Final HUD	100%	
Game menu, GUI	100%	
Texturing of Spheres and Scene	100%	
Advanced Shading and Lighting	100%	
Advanced sounds	100%	
Enhanced map with physically based water, lava…	30%	No fluids. Previously moved to high target.
Damaged spheres are moving and transforming slower (different meshes for different degree of destruction)	100%	

High Target

High Target	Status	Comments
Marketplace for upgrades and updates	100%	
Achievement system (Money collection)	100%	
Weapons and effects	100%	
Real-time deformed meshes for damages spheres (mesh reconstruction)	50%	The surface representation and geometric modeling course project is still in progress because they set the project deadline in our holidays.

Summary

The game programming laboratory was really the way we expected. With a lot of effort a group was able to create a cool game but this is also an issue if one or all team members did not have a lot of free time next to the other classes. Luckily we did not have this problem and were able to invest a lot of our time into the game programming class.

We were able to follow our project schedule quite nicely. We never had any problems with deadlines and no big stress towards the end. This, of course, depended a lot on our team but was also supported by our project schedule. As a conclusion we were able to finish most of our targets and are very happy with the result.

Changes

- Shadows
  We had no shadows in the alpha release and were told that the spheres looked like they floated over the ground. Therefore we now implemented sphere shadows in the terrain and obstacle shading. This really improved quality.
- Camera motion
  Since we had a lot of problems with collisions, we improved the camera motion on specific passages (bridges, pipes).
- Balancing
  We had a lot of balancing issues concerning collisions and weapon systems. With the feedback of our play-testing and own adjustments we increased playability significantly.

Personal Impressions

What was the biggest technical difficulty during the project?

Physically based environment like water or lava that looks great would have taken too much time to implement. We therefore chose to implement what looked good and focused on other matters.

What was your impression of working with the theme?

“Small vs Big” was ok. We were able to finalize our game idea fast and didn’t have trouble to incorporate it in our design.

Do you think the theme enhanced your game, or would you have been happier with total freedom?

We’ve already had a lot of ideas before the theme was set. It helped us to boil down to one final idea that we then started to implement. The game itself is strongly based on the theme and would not work without it.

What would you do differently in your next game project?

We would focus more on the game engine / game design. In the course we did not have enough time to do it and were too early in the programming phase.

As a second thing performance issues should be considered earlier in the programming phase. We did not have big problems with it but we think that we could have gotten more out of the system this way.

What was your greatest success during the project?

Getting the physics system to run was a big deal in our project development since it enabled us to work on everything independently and gave us a base to work on.

Are you happy with the final result of your project? Do you consider the project a success?

Yes we think it is a success and we are happy, too. We've already played it a lot with friends next to the class and got nice reviews.

To what extend did you meet your project plan and milestones (not at all, partly, mostly, always)?

We would say "mostly-always" since we had not many difficulties to achieve our goals concerning time management.

What improvements would you suggest for the course organization? (perhaps in D1 evaluation)?

Somehow XNA tutorials should be shown earlier in the course. By the time you showed it in the course a lot of students already implemented it (also terrain shading).

Did you like the XNA framework?

It gave us a very useful base to create our game. We think that it would be much harder to create cool games in the same amount of time without it.