

# Conclusion

Game Programming Lab 2016

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## Results

We are proud to have completed a fully working game which is a lot of fun to play and completely meets the expectations we had.



In the time since the alpha release we focused on implementing various requests from the playtesters as well as fixing a few minor bugs that had been discovered in the playtesting session.

## **Reflection**

Overall, we are more than happy with our game and consider it a great success. Of course, we could always find points on which we could improve.

## **Project planning**

We think we met our project plan and were able to meet all deadlines. I did happen, however, that we completed some tasks of a higher target before being done with tasks from a lower level. This was partly due to technical limitations and in some cases we found it easier to get done with a later task early in the project lifecycle which would simplify certain other aspects of the development.

## **Technical difficulties**

Since our technical achievement for this game was our implementation of our own physics engine, it doesn't come as a surprise that we had problems in this regard. In particular, we struggled a lot to get the collision response working correctly with oriented bounding boxes, since at one point, we realized that the update function of monogame would just not update fast enough for smaller objects like apples such that they would just fly through walls. Another problem we had was the import of animated models and screen display on the retina screen of Mac's.

## **Working with the theme "Food"**

In general, we liked the idea of having a theme which gives you a limitation to enhance creativity. However, this year's theme of "Food" was rather hard to incorporate into a game, since we didn't know of many games having a food theme.

We think, the theme made our game was it is now, and we wouldn't have had the same ideas, had we had another theme than "food".

## **About the Game Programming Laboratory course**

Overall, the course organization was really good and we liked it a lot. However, we don't really understand why the students from ZHdK get only 2 credit points. We think that the project would work better, if all students received the same amount of points. Receiving different amount of points gives a different standing of each student and has a direct impact on each student's motivation.

We consider the lectures informative, useful and also entertaining. However, some of the lectures (e.g. "Asset Creation") were way too late. Most of the groups had already found a way to find a way to create and import assets and it would have been better to move such topics further towards the beginning of the semester.

The playtesting session could also be improved. In our opinion, the playtesting session should be earlier during the semester to ensure that there is enough time left to incorporate

all the requested changes and features. Another possibility would be to have two playtesting sessions. One in the middle and the other one at the end of the semester.

### **A word about Monogame**

While we do understand the explanation of how Unity restricts the developer, we were not that happy with Monogame. Monogame is a good framework, but we faced a lot of issues using it. We had a lot of troubles getting the game to work on a Mac or importing 3D models and animations correctly. The community of Monogame is also really small and it is very hard to find solutions for our problems. In the end, we think that you are always limited by the framework you use. You will always try to find a way to get something to work in that specific framework. We are only able to work on it for a couple of weeks and in that case, it would be better to use the engine that allows the group to advance as fast as possible.

### **Looking ahead**

At the end of the project we realized that we had neglected the communication within the team a bit, so we would certainly improve on this if we would create another game. But still, once we got the alpha version working we were very happy, proud and highly motivated to continue our game until the final presentation.