

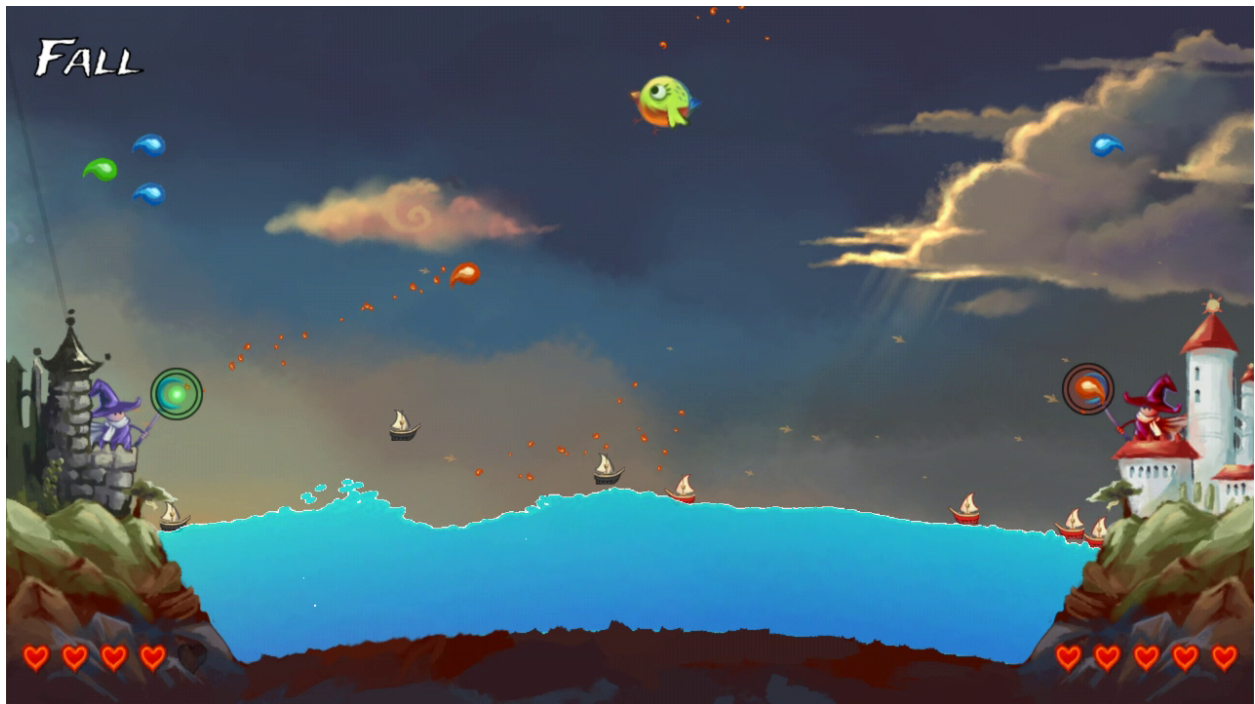
# Conclusion chapter

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The current state:



Since the release of our alpha version, we changed and added a couple of things, in order to improve and finish the game. Some of the changes were due to the results we got from our playtesting, and the details of those changes can be found in the playtesting chapter. Other than that we mostly focused our efforts on adding missing assets like the sound, music and some of the sprites, and on getting rid of bugs that we found.



We also added a couple of easter eggs to the game, which gives players the incentive of looking for hidden things in the game and makes the game more enjoyable.



Overall, we were able to achieve all the targets we set ourselves at the beginning of the semester and even add some features that were not part of our original design plan. We think

the game fits the original big bullseye idea we had, since it seems that when people play our game we can see that they have fun battling their friends at sea, having fun with the water simulation.



### Overall experience:

Even though we had some major setbacks in the beginning, since our original attempts at water simulation did not perform well enough or was not visually appealing, we were in the end able to make up for the lost time and create the game we intended to. That also meant that we weren't able to keep the original schedule we set ourselves. But that was the only deviation from our original plan.

The different steps that were given by the course, allowed us to first get the a clear idea of what we wanted to achieve and what our game should be in the end. This allowed us to use our initial idea as a guideline throughout the whole creation process, helping us weigh different alternatives when we needed to make difficult decisions.

The playtesting was an important step and it allowed us to get the feedback of people that were not involved in any way in the creation of our game, so we got the opinion of unbiased people that had no initial expectation in the game. With that feedback we were able to improve the gameplay, making it even more fun.

In general, all steps helped us improve the game, one way or another.

**Personal impressions:**

Even though the course was a lot of work, we almost always enjoyed working on our game. Only at the beginning there were some uncertain moments, where we weren't sure if we would be able to achieve the goal we set ourselves. Once we got a fluid simulation running in our game, we were confident that we would be able to achieve our goals. The workload was high, but that is something we expected from the beginning. The actual lectures were also helpful to see the broader picture, and help us understand why and how we were supposed to do certain things. Due to the cooperation with "Gobbo studios" we were also able to get the feedback of people that do professional game development, which gave us even more insights into the development of a game.

Before taking the course we expected to learn how one should create a game in a short amount of time, and as the last couple of months showed, this is exactly what we learned.

In general we had a lot of fun creating our game, and are also very proud of the result we have now. Looking back we did lose some time when trying out different fluid simulations however we understand that creating the game can be a trial and error process and these missteps led us to our current solution. Ultimately, we are very happy with the result and appreciate the opportunity this class has given us to invest time in create something great.