

Survival of the CARROT PEOPLE



Conclusion

Significant Changes since Alpha Release

Following significant changes were implemented since the alpha release.

Title screen

The title screen was improved by adding the title of the game as a 3D text. And the labels text of the levels were also replaced with nicer looking 3D texts.



Title screen

GUI, Camera, Usability

The GUI was improved, by following point:

- display remaining lives
- display remaining waves
- display available mana
- added pause functionality
- added three different speed settings
- added special spell buttons

Additionally the control of the camera was improved:

- zoom with scroll wheel
- rotation with shift and scroll wheel



GUI, Camera, Usability

Carrot garden

To improve the implementation of the game title, a carrot garden with carrot people were added to the levels. If an enemy reaches the garden, one of the carrots will be removed to give the player a feedback how many lives he has left.



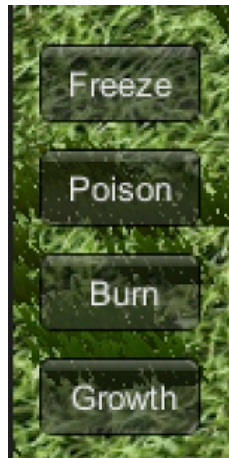
Carrot garden

Special spells

Special spells were added to the game play. In the first level just the special ability of spring (Growth) is available, and if the next level is unlocked, the next spell is also unlocked.

The spells are as followed:

- **Spring (Growth):** Your trees grow faster
- **Summer (Burn):** All enemies get burnt, which result in a massive loss of health
- **Fall (Poison):** All enemies get poisoned, which result in a small loss of health, but over time
- **Winter (Freeze):** All enemies are frozen, which prevents them from moving



Special spells

Unlockable levels

All levels except of the spring level are now locked at the beginning of the game. The next level is unlocked after completing a level.

Exercises, class and project structure

During class some techniques about how to make a successful game were discussed. Even though these exercises were very interesting, we sometimes struggled with some basic requirements. For example, the AI lecture was very interesting, but since our game doesn't need an AI it wasn't helpful for the development of this particular game.

One milestone in the project was the physical prototype. It was fun to use LEGO to build something and to simulate the game. However, in our opinion it would have been better if we had more time implementing the game instead.

The playtesting was also very interesting. Most of the things we found out during playtesting were already on our todo list.

The development schedule was very helpful. Additionally, it was a very good idea to have many presentations and demos of the game.

Personal Impression

Expectations

Before starting the course, we didn't know what to expect, except that we had to work hard. It was very cool to have a course in which we could develop a game and to be programming most of the time. We now have a basic understanding how game development works and what the challenges are. For us, the following challenges are the most relevant ones:

- Heaving to do many things, all at the same time (game design, programming, playtesting, audio, video, animations, meshes, software engineering, ...)
- Time constraints don't allow for detours
- Sometimes a fast quickfix is better than a time consuming elegant solution, and it allows that some features can be discarded without regret

The biggest technical difficulty during the project was to build good looking trees and to cut them in the right place. Initially, we thought that we could use the tree builder in unity to dynamically create trees, because they would have looked better than self-made. However, due to time constraints, we had to discard this idea and do it ourselves instead.

Seasons was an interesting theme, and I think it didn't really restrict our ideas. The lecture about how to be innovative was very helpful - in the end, the phrase "carrot people" came from this lecture.

The Unity framework is very nice, and works surprisingly well on all platforms. Unfortunately, Mono Develop misses some features compared to Visual Studio and Resharper, but for a relatively small projects, it's ok.

For the course organization, we suggest that you continue as you did it.

In conclusion, the course met our high expectations. We are very happy that we could develop the game and are proud of what we have created in this little time. Of course, more time would have been great, but that's always an issue in game development and in software engineering in general. Last but not least, we consider the project a success and we would do it again!