

Conclusion Chapter :

Starving Worms



Significant changes from the alpha release

- Different Game Levels
- Interactive well designed tutorial
- Improved terrain
- Death and fade out/in animations
- Improved graphics

How well did your initial design ideas materialize into the final game.

Everything did materialize into the game, except the multiplayer game, for which we didn't have enough time to implement.

Were you able to follow your development schedule

The schedule was a little bit too tight. So when it came to the alpha release the game mechanic that was necessary to play with fun was not totally implemented yet. So at that time it always felt that we would need another two weeks to catch up. So when it came to playtesting it was obvious to us that there would be a lot of critics about things that we just didn't have time to

implement. So we were not surprised about the Gobo feedback and it felt annoying that we couldn't get the feedback two weeks later when the game was in a more advanced state. But in the end we managed to finish our game for the final public presentation. Even though it would have been more relaxing if we would have had one week more of time...



Concluding questions and answers : Cléa

What was the biggest technical difficulty during the project?

To run everything on the tablet without getting into performance problem

What was your impression of working with the theme?

I like the theme, but it is very restrictive. In other years the theme was more open.
I think it is very difficult to design a game around this theme. We were brainstorming a lot at the beginning of the course to find a suitable game play for it, which really integrates the theme.

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

More freedom would be useful, but not total freedom

What would you do differently in your next game project?

Be better prepared for the alpha release

What was your greatest success during the project?

That we have a really smart AI

Are you happy with the final result of your project?

Yes, I never expected that we could do such a nice game, with all selfmade assets.

Do you consider the project a success?

Yes, we nearly made all our goals except the multiplayer.

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

We have reached most of our milestones

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

Make videos from the lecture, when you explaining something in Unity or Maya

Did you like the UNITY framework?

Yes, it was useful to use and there is a lot of documentation online.

Concluding questions and answers : Adrien

What was the biggest technical difficulty during the project?

To keep the performance good enough for the game to be played on a tablet.

What was your impression of working with the theme?

I was a bit sceptical in the first place, but I think it was a fun idea in the end. Looking back, I think it is necessary to have a theme to have a good starting point and not getting lost in too many crazy game ideas.

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

The game was designed with the theme in mind so it did enhance the game. Total freedom would be nice, but it would make the first design process much longer.

What would you do differently in your next game project?

Have a better structure and better planing.

What was your greatest success during the project?

Personnaly I'm really proud of the fact that we managed to make a coherent graphical theme by creating all the assets ourself so that the game doesn't look like a patchwork of different graphical styles.

Are you happy with the final result of your project?

Yes I'm very happy with the final result.

Do you consider the project a success?

Yes. I came into this project not really knowing what to expect and without any experience in digital game design and I must say I'm quite surprise that we managed to do as much and get this far within 3 months.

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

We met the milestones in the beginning, but not in the end. I found it very hard (actually almost impossible) to set realistic milestones for the game. It is really hard to set milestones and timings when you do something for the first time. For example we totally underestimated the time needed to make the models and the time to polish the game and make the last ajustments.

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

I would suggest more feedback coming from the assistents. I really liked when they discussed the proposal with every group and I think it would be nice if they could do the same after each chapter. Over the semester and especially during the playtesting, I realized how important

external feedback is and I think it would be beneficial to have a bit more feedback from the assistants.

Did you like the UNITY framework?

Yes! I really liked how the coupled the "graphical" part of a game with the "written" code part. The programm is very intuitive and easy to learn, but also complex enough to be able to do anything. I think it is a good compromise for people making their first game.

Concluding questions and answers : Nicolas

What was the biggest technical difficulty during the project?

Well, there was not really one big technical difficulty. In general you can say that it is quite comfortable to develop a game with Unity3D. The biggest technical difficulty for us therefore were to meet the performance requirements for the tablets and to learn to use Maya for the 3D modelling.

What was your impression of working with the theme?

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

I think the idea of having a theme to reduce the space of thinking of what type of game one wants to create is a good idea. But I have to admit that I was first a little bit disappointed of the "Season" theme because it restricted the game in a way that made it impossible to do a "Spaceship game" which I consider as a very good setting if you are not professional game makers. But finally we managed to get something really good for the "season" theme.

What would you do differently in your next game project?

Not much. I think everything worked quite well.

What was your greatest success during the project?

I think the appearance of the game is really awesome. I didn't expect that we manage to create a game with such a comic look and feel.

Are you happy with the final result of your project?

Do you consider the project a success?

Definitely. It's highly above my expectations. We have a complete 3D game which I think can keep up with commercial games for tablets.

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

We met nearly all of our goal. The only real thing missing is the multiplayer part. Maybe this should be added before our (hopefully) final commercial/public release.

What improvements would you suggest for the course organization?

I think the course is quite well. Maybe the introduction to Unity was a little bit slow and not

adequate for ETH computer scientists...

And I think that it is great to use a real world game engine like Unity where you can really focus on making a real game.

Do you feel there wasn't enough time or that the schedule was too compressed?

Well for what we did the schedule was quite taff... And it was kind of ridiculous to conduct a play testing (sending the game to Gobo) when you can see yourself that the game is not yet ready for people to play. At that time we were basically done with the basic game mechanics. And now at the release we have actually "built" the game. So another player testing session would now be suitable.