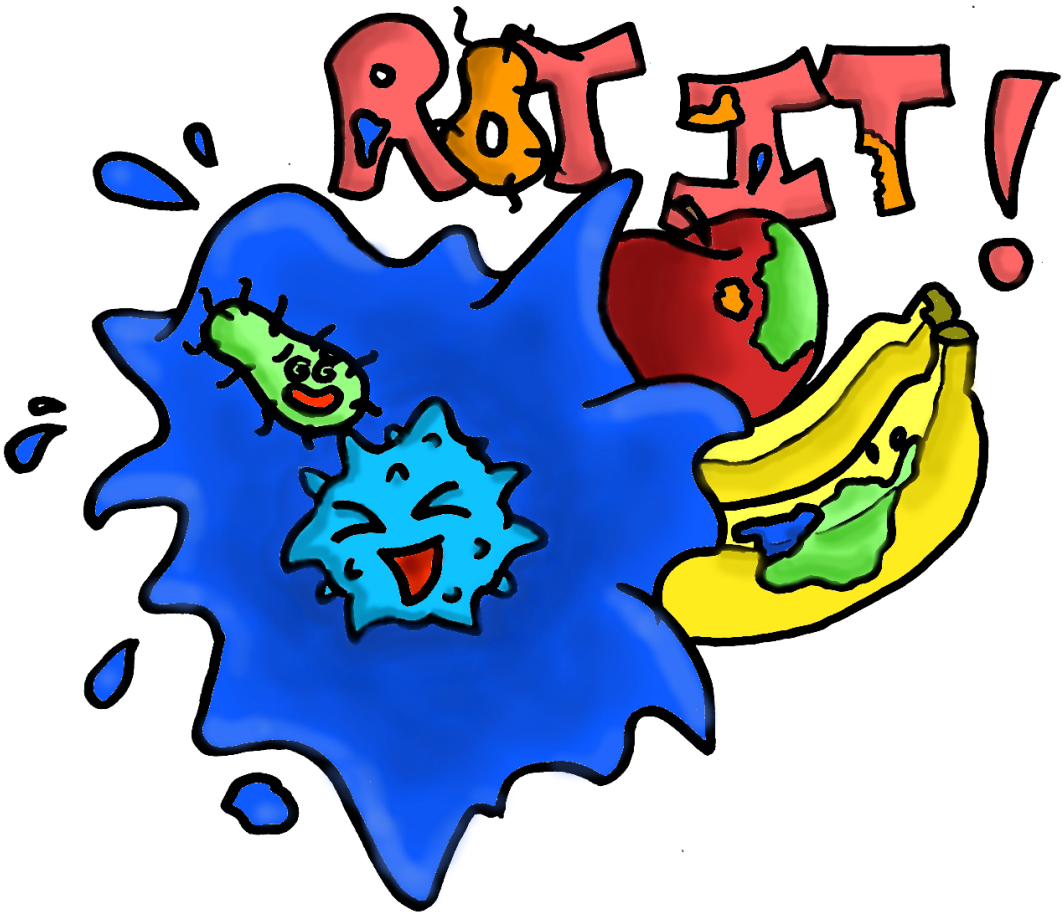



Have you ever seen perfectly shaped food not ever going bad ?
Have you ever wished that you could do something about it ?
Now is your chance! Pick your bacteria type and decay that food!
But be careful, other bacteria will try to sabotage you.
**Battle for the right to decay the food in your own way!**

**Team 4**
Ioana Pandele
Irene Baeza
Carlota Soler
Daniel Borges

# Conclusion chapter

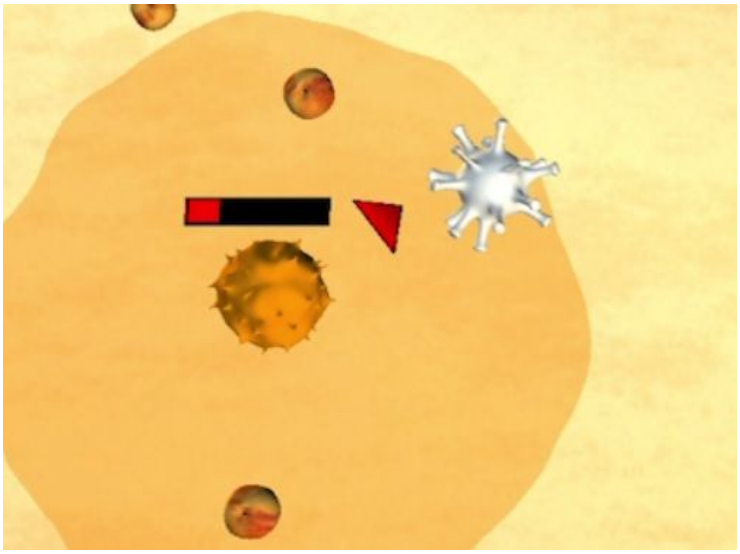
## Changes since alpha release

## Dashing

### Mechanics and UI

Based on the results from the playtest session, we made the dashing distance smaller. The proportion of resources that is stolen has also been changed, to 75% from 25%.

Because of the inertia effect, it wasn't clear before where the dashing ends and continues with normal movement. In order to mitigate this, we started marking the dashing movement by changing the player's color to white. In the image below, the white bacteria is the one that is already dashing, while the other one is just charging its energy.



## Explosions

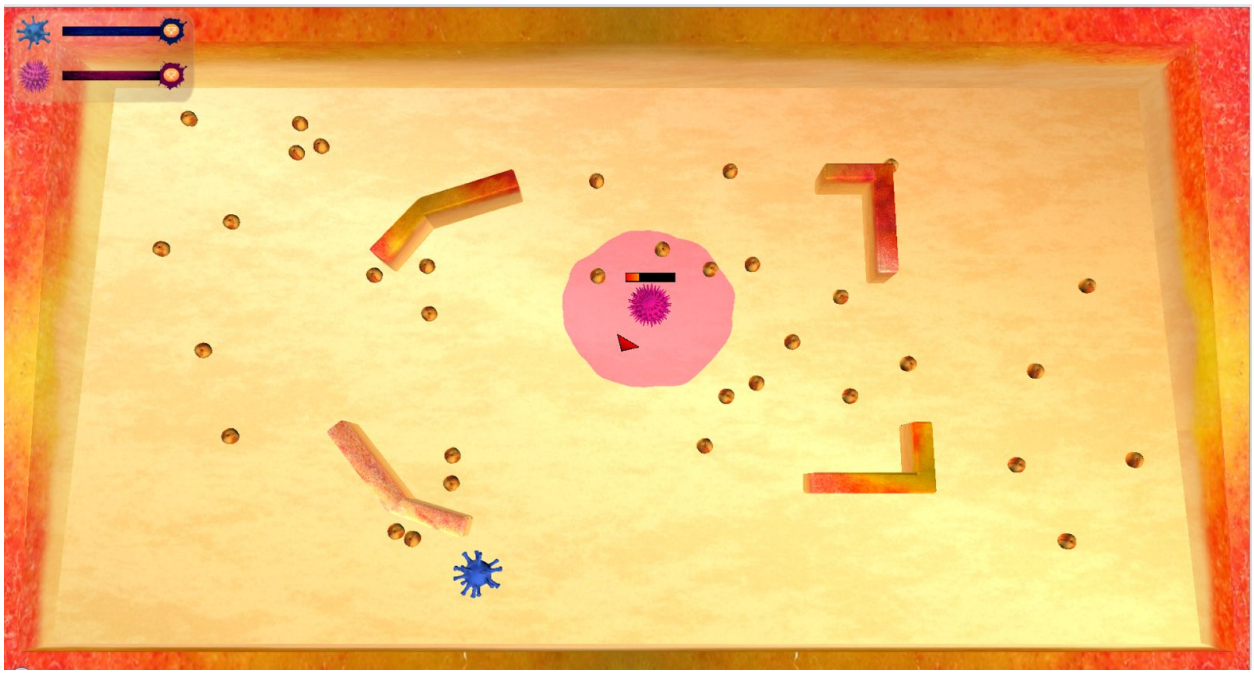
The area of explosion is now bigger (for the same number of resources) compared to the alpha release version. This makes the game be more fast paced and more fun to play.

The explosion preview is no longer triggered by the player, instead it is always kept on. This shows the players how strong they are and how strong their opponents are at any moment in time.

# Levels

## First level - The Peach

Since the alpha release we have added textures to provide more context for the level map.

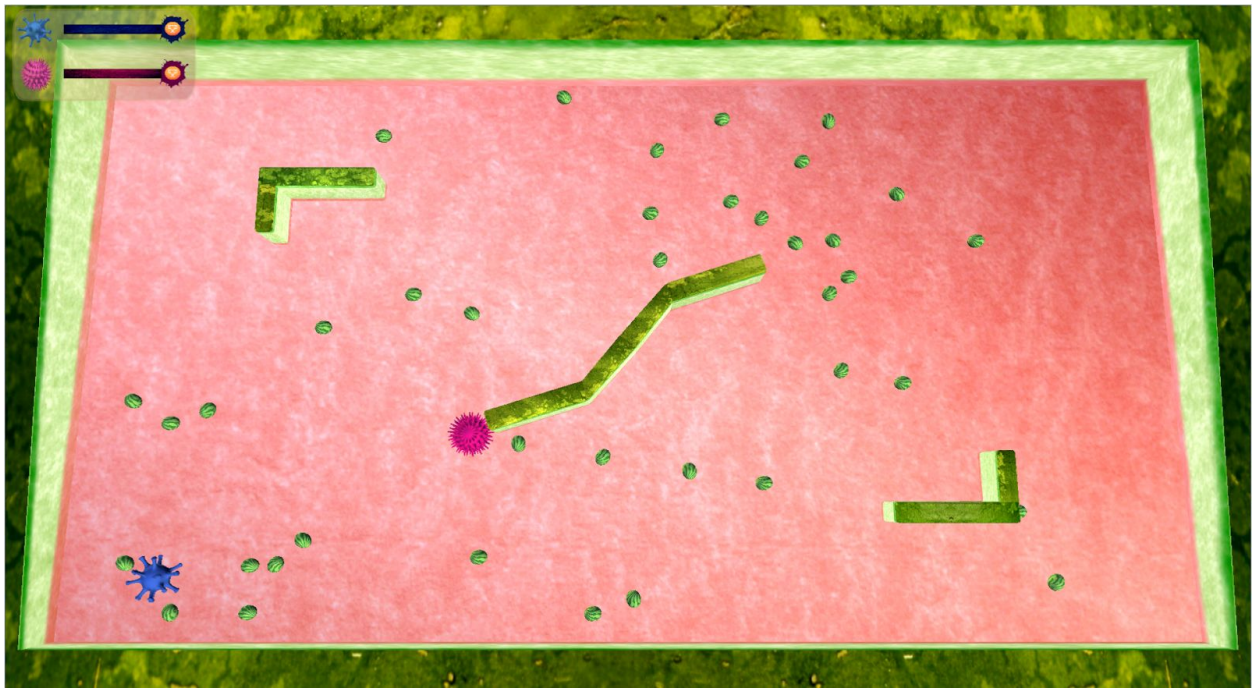


First level map

## Second level - The Watermelon

We added an extra level that follows “The Peach”. This second level takes place in a watermelon, so the map has been textured accordingly. The obstacles are different than in the previous level and so is the appearance of the resources.

The physics are also changed for this second level. The floor is more slippery so the movement is faster and the bacteria harder to control.



Second level map

## Intro screens

In order to make the game start, as well as the changing between levels less abrupt we have added intro screens with a short description of the level. Apart from these, we also added a countdown until the actual match start.


First level intro screen


Second level intro screen

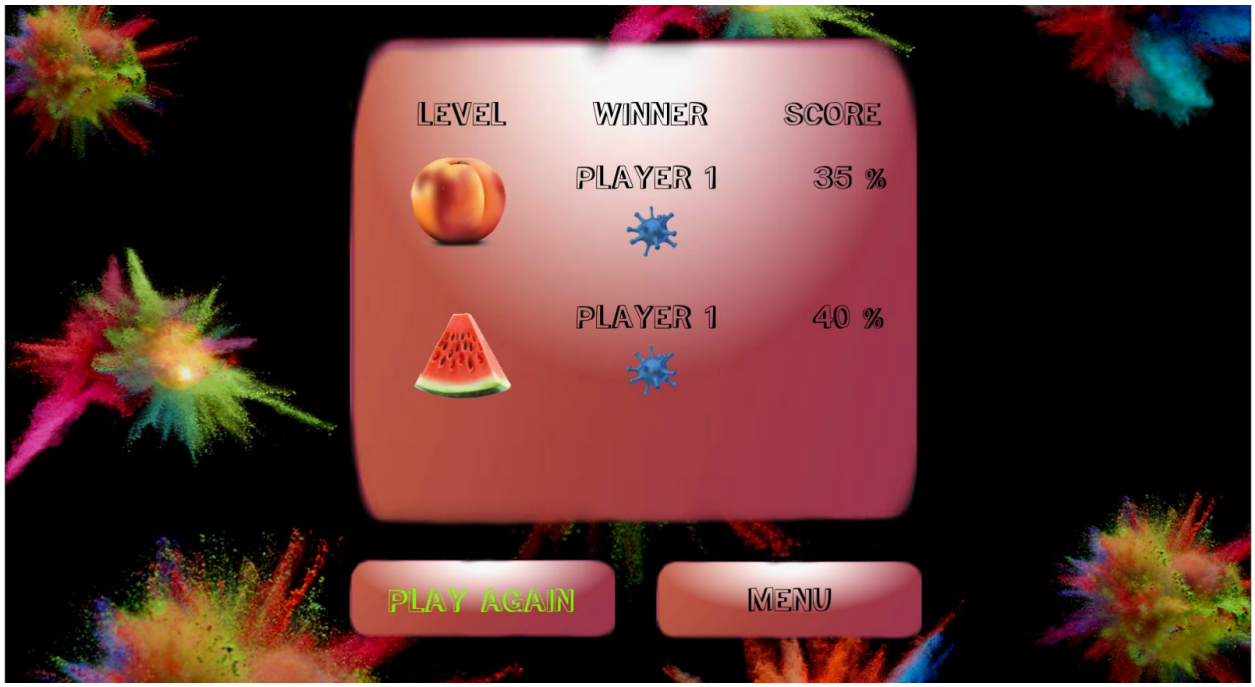

First level countdown

## Other UI improvements

The “Winner” screen has been modified to display the results obtained by all the players.


Example winning screen

Since the second level has been added, we now display a summary of matches after both levels are finished. This screen also offers the players the possibility to restart a match in the same configuration or to return to the main menu.



# Conclusion

We are extremely pleased with our results and consider our game a real succes. Developing this game has been a very rewarding experience, culminating with receiving "The Jury Award" and with having the pleasure to see how many people wanted to play this game and how addictive it can become!

## Course feedback

The course has been a fun and instructive experience. The organization was very good and the strict structure helped us develop a great game!

The task breakdown and the regular deadlines were extremely helpful to ensure that we are making good progress. We have deviated a bit from the initial objectives, by abandoning a few of the high target objectives and reaching into extras. This was due to both time constraints and the desire to improve game experience.

This year's theme suited us well and it allowed for great flexibility when searching for a game idea. We think that having a theme is important since it boosts creativity and helps set a starting point for the brainstorming process, while also ensuring focus.

## Technical feedback

Working with Monogame has proven satisfactory and we haven't had unusual difficulties when using it. The framework allowed us to get started quite easily. The downside is that we couldn't find many good tutorials on it, or references for "good practices".

The technical challenges that we encountered were the ones related to our technical achievement. The collision detection and response system took some time to get right, but it was to be expected because math bugs are hard to identify. We also had some problems with textures and especially explosion stains on floors and walls, but we managed to solve them.