

# **Development Log - Week 1**

## **Weekly Goal**

### **Main Pillar: Sense Of Urgency**

The plan for this week is to have a simple proof of concept which shows all main mechanics, an obvious sense of urgency and flow of level.

This required the following work to be completed:

- Implement teleport and laser mechanic to character in simple stages
- Complete blackout for 1st and second rooms with finished room mechanics. Room 1: falling floors, targets, fail lava raise, tutorial. Room 2: Smoke and parkour raise
- Start blocking out parkour for third room

### **What work was successfully completed**

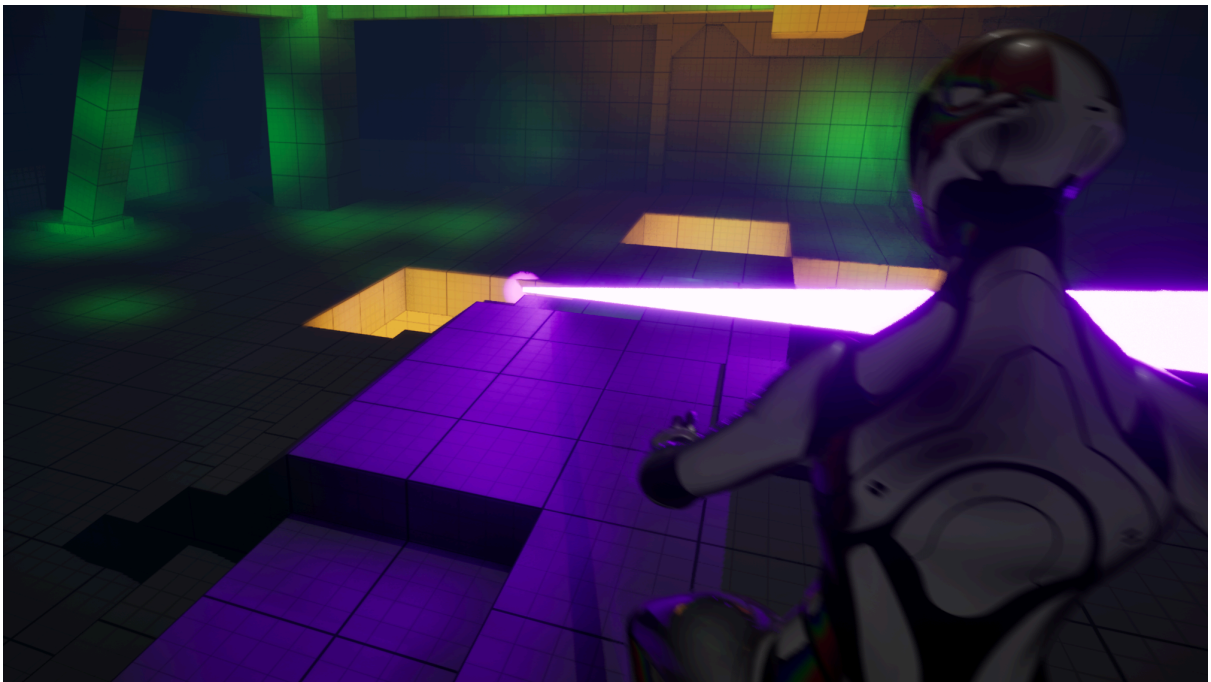
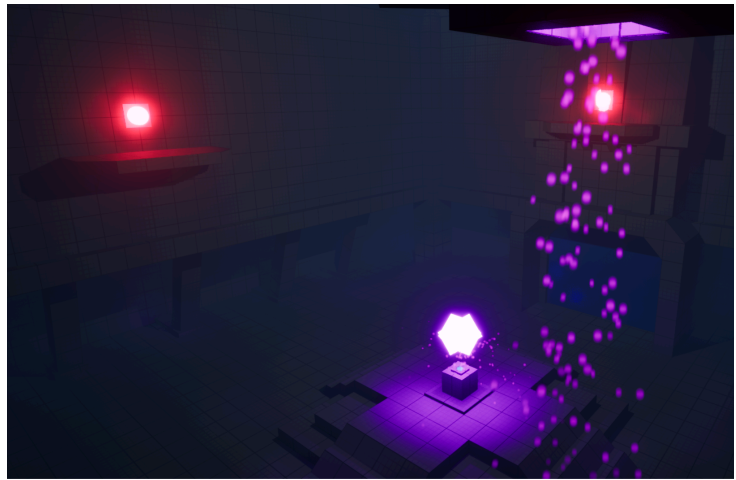
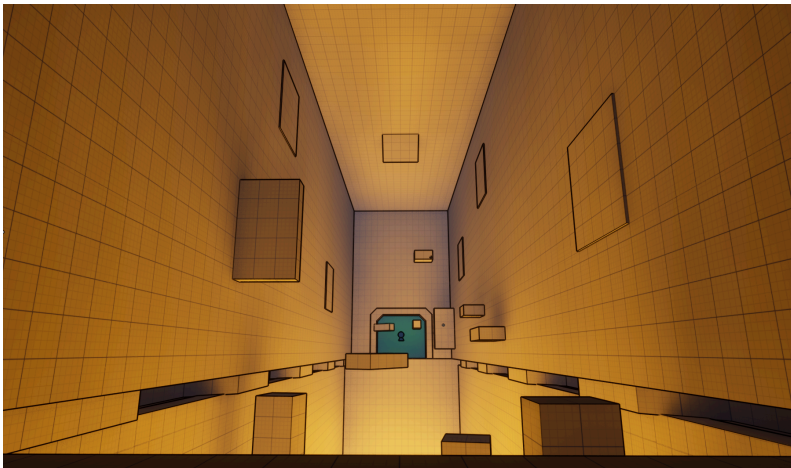
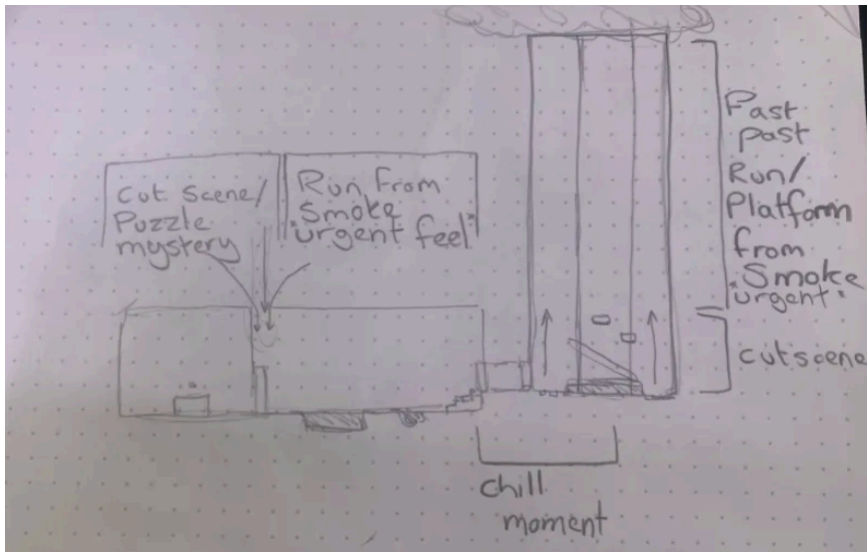
I have pretty much finished everything that I set out to make plus I added some cutscenes to set a bit of a story.

### **What you learned or struggled with during the week**

One of the things I struggled with was adding a cool down to the teleport which can greatly impact the gameplay so I'd like to focus on that later on.

## Playtesting Notes

- Plays enjoyed the concept of the teleport but thought it definitely needed more work to fix
- Players didn't enjoy the third-person view so I've switched it to first
- Players found the game too hard so I've tweaked certain areas for example the time for first room
- Players thought having a cooldown on the teleport would be important so gameplay is challenging and fair
- Players struggled to understand the big blue doors are locked they kept walking up to it
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## **Development Log - Week 2**

### **Main Pillar: Choice of Power**

#### **Weekly Goal**

The plan for this week was to playtest my game and identify major issues and bugs that needed to be fixed. Also add a simple progression system.

This required the following work to be completed:

- Get people to playtest my game, whilst I observe and note take followed by questioning,
- Create a shop with a working widget which allows the player to purchase upgrades, add credits around the map,
- Work on optimising the project to become a lot easier to read

#### **What work was successfully completed**

I have made it easier to understand where the end point of the teleport is now using particle systems. I have added a shop that works and and work on making things more obvious

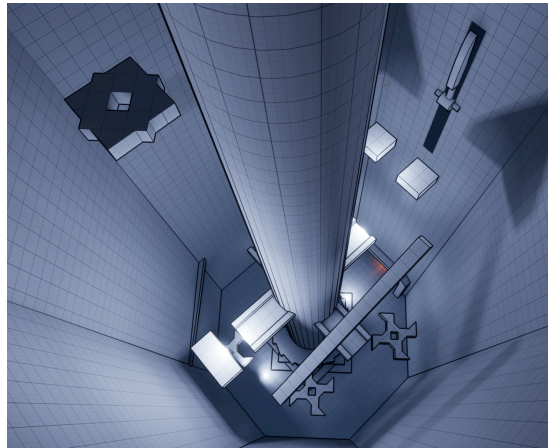
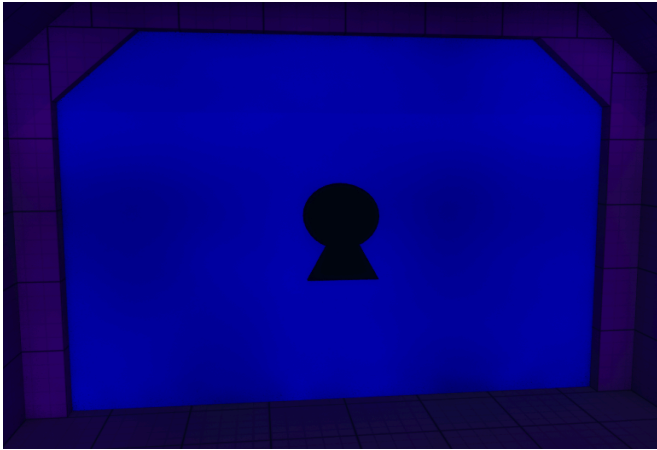
#### **What you learned or struggled with during the week**

I have learnt to keep organised from the start of the project as this will benefit you greatly for the rest of the project and make things more obvious for the player.



## Playtesting Notes

- The VFX under the teleport was well received players understood where they can now teleport better than before
- Although I made the game easier players still found it hard especially with the implantation of the third room 10+ attempts to complete
- Players felt there was a big jump in difficulty between 1/2 and the third might have to mess with slowing down the platforms
- Players enjoyed playing with the working shop thought it was a great feature especially some of the upgrade they were asking for whilst playing



## **Development Log - Week 3**

### **Weekly Goal**

The plan for this week was to again fix optimisation and also start on testing combat mechanics with ai enemies.

This required the following work to be completed:

- Making sure everything is under correct naming conventions
- Implement combat mechanics and test them
- Implement ai reactions, damage and movement

### **What work was successfully completed**

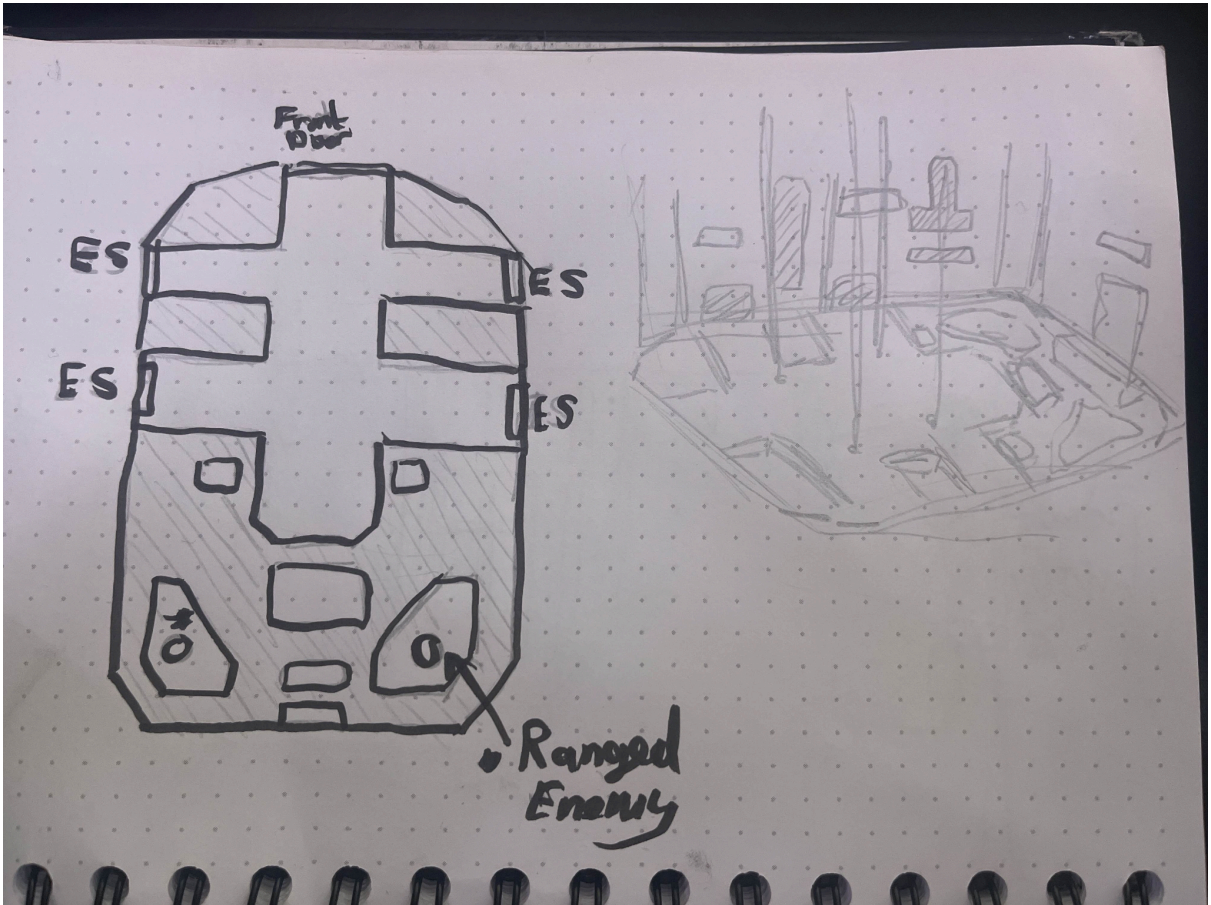
Most of the optimisation is done, I've moved most things that are in the level blueprint out of it. made sure everything follows correct naming conventions. I've implemented punching and a laser ability that feels quite nice but I might add a bar that needs filling to use it.

### **What you learned or struggled with during the week**

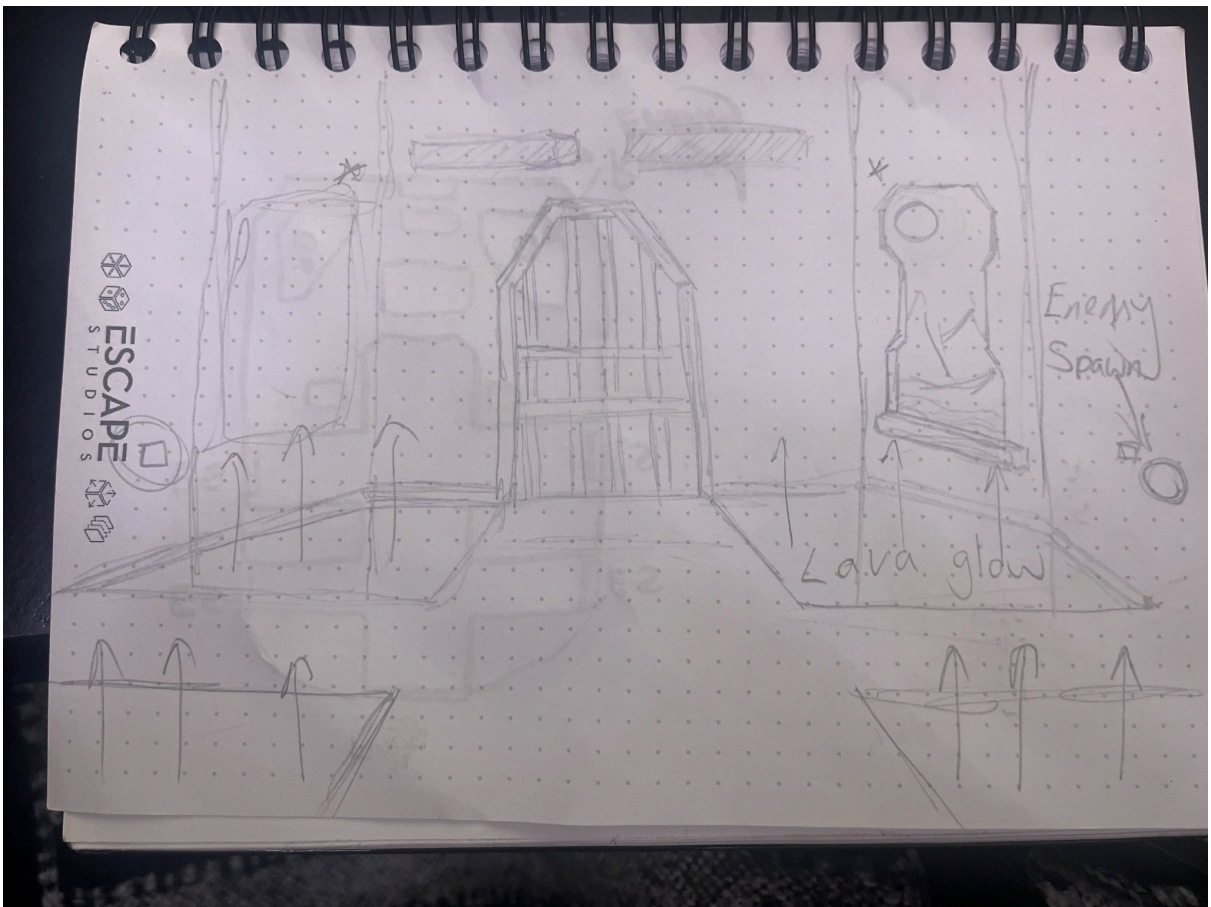
This week I struggled with making the ai attack naturally at the moment they move to my location when detected and start attacking even if I've moved

## Playtesting Notes

- Players were disappointed that they weren't able to take damage and there was no wave system yet
- Players loved the combat
- Players didn't enjoy the fact that the ai just move to last location really delayed
- Players enjoyed the first looks at the coliseum hall looking room with the lava light
- Player found a few minor bugs that are possible to fix







## **Development Log - Week 4**

### **Weekly Goal**

The plan for this week was to add new abilities for the player to obtain, allowing them to choose their play style and tinkering with the wave system. This required the following work to be completed:

- Adding a ground slam ability for more tank play styles
- Adding an invisible ability to stop AI chasing you
- Making sure the wave system is optimised and working smoothly
- Also adding visual cooldowns to the screen showing when the ability can be used next

### **What work was successfully completed**

The wave system works, when you complete 5 waves of enemies with 5 extra each time the final door opens allowing you to complete the level. The ground slam works really well will need a playtest to see if it's too overpowered. The invisible ability needs work but in concept works in the game. I also managed to implement the visual cooldowns to the screen that works perfectly.

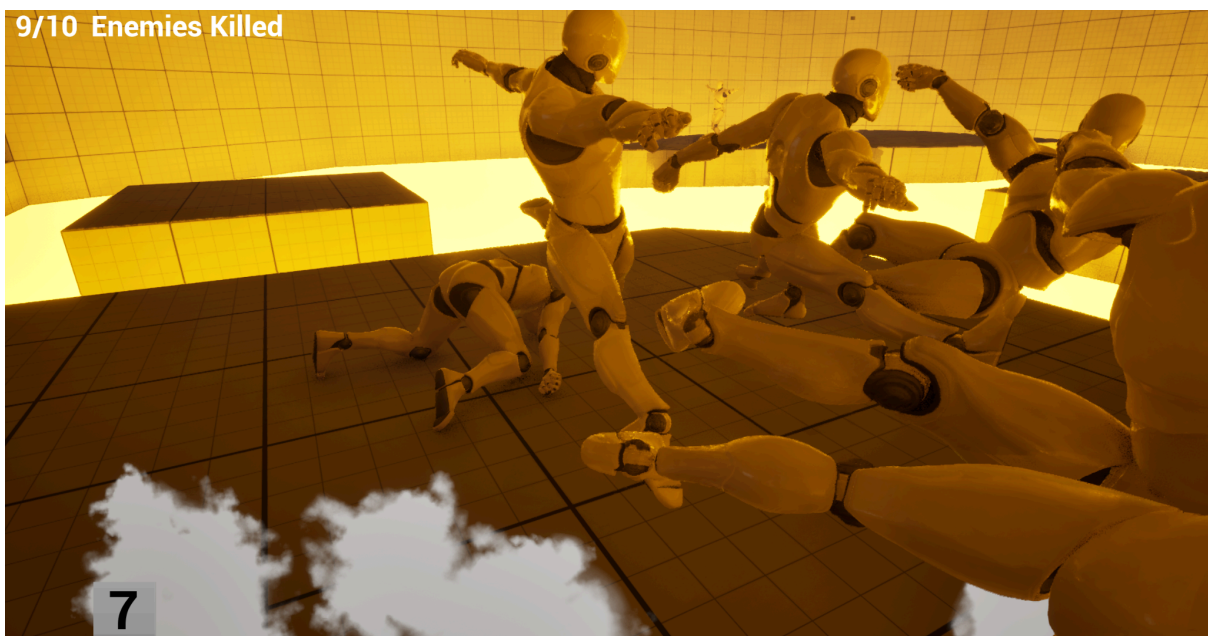
### **What you learned or struggled with during the week**

I learnt I do really enjoy creating character abilities as it makes you feel like you're in the game doing it. I also struggled with AI stopping and starting chasing the player.



## Playtesting Notes

- Players loves the choice in abilities and found that a really fun mechanic that could be even more adapted for a final release with more to choose
- Players found the ground slam really fun
- Players are not relying on just the laser as much as they only have a limited amount to use this give more chance for melee to be used



## **Development Log - Week 5**

### **Weekly Goal**

The plan for this week was to finish the wave part of the game and minor bug fixes. This required the following work to be completed:

- Make it so you restart the wave when touching lava or dying
- Adding a health system and health bar
- Fix Ai animations
- Make it so players can't teleport outside of the map when looking at ceiling
- Play test mode fixes and improvements

### **What work was successfully completed**

Everything I set out to do was completed to a standard I'm happy with.

### **What you learned or struggled with during the week**

I did struggle with the Ai a bit the animations work but the Ais sight does have some issues where it will just stop chasing the player I have a feeling it's got something to do with the invisibility ability.

## Playtesting Notes

- Players liked how they can now take damage
- Players wanted more enemies to fight with different traits
- Players still found it odd that the ai just runs to last location and they found it not hard to avoid them
- Players died more accidentally falling into the lava than the enemies
- Players really enjoyed the working wave system thought it had a lot of potential

0/5 Enemies Killed

