

# Team 80 Notes and Task Planning

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## Notes:

### In-Class Feedback

#### **Good things(YEAH!):**

- Visual effect and music set a messy & chaotic tone pretty well
- Crashing and explosion are really fun
- Simplicity

#### **Needs improvement:**

- Interaction using Myo Armband is not reliable
- Lack feeling of control, feedback is slow and ambiguous

#### **Some possible solutions:**

- Visual feedback, like UI for players input to show progression
- Provide ways for guests to train themselves on driving the wheelchair

### Collected Class Feedback

8 feedbacks in total

#### **Excitement:**

- Funny/chaotic 3/8
- Wheelchair explosion 3/8
- Props can rotate 1/8

#### **Risk:**

- Difficulty 4/8
- Can't go backward 1/8
- Clips out of room 1/8
- Input 1/8

#### **What would you focus?**

- Level design 1/8
- Make easier 2/8
- Input method 1/8

- Feedback on if wheels work 1/8
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## Task Planning

Refer to [Assessing Tasks](#) for guidance on how to think about planning your next steps

### To Do:

- UI of guest input
- Figure out a better input device
- 2D Graphics Intro
- Tutorial level or some way to teach players the control of the game
- Character selection
- Outdoor Environment and level

### Out of Scope (but would like to do):

- Shortcut of the escaping
- Props both in the game and in the real world (invisible/firm/acceleration)
- Ragdoll of the character

### Won't Do:

- A Chasing Nurse which can track players and do sth.