

Team 80 Notes and Task Planning

Notes:

In-Class Feedback

Good things(YEAH!):

- Really fun to watch
- The audience thinks they can do better than the playtesters, so they want to try it
- Fun of failure
- "Nurse pushing the tree over" Moment

Needs improvement:

- Control too sensitive
- Level too difficult
- Gameplay too long
- Wheels need to be more robust for festival

Some possible solutions:

- Add UI for guests to be aware of their progression
- Simplify the level
- Design perspective: generally, something seems like it should obviously work, but it doesn't. Fun of failure

Collected Class Feedback

5 feedbacks in total

Excitement:

- Funny 5/5
- ETC nursing home 1/5
- Crash / explosion 2/5

Risk:

- Checkpoint precision 1/5
- Too hard 3/5
- UI hard to read 1/5

What would you focus?

- Fine-tuning the control 2/5
 - Make game shorter 3/5
 - Make wheelchair stronger 1/5
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Task Planning

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

Possible Future Tasks:

- Control the Length & Difficulty of our game: around 3 minutes for every 4 guests in the festival
- Online version of our game for guests who can not attend the festival physically
- Do some lightning