

Final Release and Conclusion



1. Overview & Progress

Functional minimum

- One map
- Basic resources: food, water, workers
- Basic facilities: 2 or 3 crop fields, water wells
- Basic turn structure: action points dependent on worker amount, recalculating resources at end of round
- 2 soil types: degraded & arable

Low target

- Seasons to improve turn variety (Normal, Dry, Rainy)
- Basic soil change system: arable soil will degrade during dry season if not protected by certain plants, half moons will turn soil arable during rainy season
- Differentiation between conventional and permaculture fields (plant resilience to seasons)
- Half moons as a buildable structure for land reclamation

Desired target

- Basic surface water system: water will be retained in natural "pits", and half moons, and will either dry up over time or sink into groundwater
- Easy groundwater system

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- Crops need different levels of water, they can die if they are not cared for
- More crops, with properties related to game mechanics
- Weather events: Storms, Droughts, Sandstorms... which make it harder for the player to reclaim land, or even directly degrade land occasionally

High target

- Procedural level generation
- Saving and loading games
- Visual improvements: i.e. some animals roaming around in green areas
- Audio improvements: larger sound and music variety

Extras

- Interconnected cities / regions with specialisations
- In-game "Making-Of" section with additional information about the Great Green Wall project
- Multiplayer Mode

Green: finished subtasks

Blue: not yet started

	Interim Demo			Alpha Release			Playtesting		Final Release	
	CW 19	CW 20	CW 21	CW 22	CW 23	CW 24	CW 25	CW 26	CW 27	CW 28
Functional Minimum										
Basic Art Assets	Green									
Building First Map		Green								
Unity Setup	Green									
Resources & Turn System	Green	Green								
Placing "Buildings"	Green		Green							
UI & Main Menu		Green								
Sounds & Music 1			Green							
Low Target										
Soil Change System		Green	Green							
Season System & Effects				Green	Green					
Art Assets: Seasons, Crops, new Soil				Green	Green					
Additional Crops				Green	Green					
Community Buildings				Blue	Blue					
Sounds & Music 2				Blue	Green					
Desired Target										
Ground Water System					Green					
Surface Water System					Green					
Water Stats for existing Crops					Green	Green				
Art Assets: Water, Weather, new Crops					Green	Green				
Tutorial						Green	Green			
Weather Events						Blue	Blue			
High Targets & Finalization										
Procedural Level Generation						Blue	Blue	Blue		
Saving & Loading						Blue	Blue	Blue		
Audio Improvements						Blue	Blue	Blue	Blue	
Visual Improvements						Blue	Blue	Blue	Blue	
Feedback integration						Blue	Blue	Blue	Blue	
Bugfixing						Blue	Blue	Blue	Blue	Blue

2. Conclusion

1. What was the biggest technical difficulty during the project?

We've been working with Unity and used Git for version control. Our biggest issues concerned resolving merging conflicts, especially in Unity scenes when multiple people worked on the same scene.

2. What was your impression of working with the theme?

The theme gave us direction at the beginning. It helped us decide where we wanted to go with our game. Based on the theme we came up with game genres that could work and we are interested in exploring further. From there, we developed the idea of the "Green Wall" and researched the techniques and strategies employed in real life.

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

Yes, since our team consists of people who never worked together and didn't even know each other before the project. We hadn't any game design ideas or plans at the beginning of the course. So, the theme gave us a common starting point to delve into a direction everyone is interested in and happy with.

4. What would you do differently in your next game project?

Sometimes, multiple people had to work on parts that were closely connected. Defining the bounds of each task was difficult in those instances, especially since everyone was so eager to implement features. So, next time we should define our tasks more clearly to avoid confusion.

5. What was your greatest success during the project?

We did a great job structuring our development phase. Even though we didn't meet in person often we clearly defined milestones and distributed tasks, so we met our deadlines as planned. We also succeeded in getting most of our planned work done before the playtesting phase, so we could focus on implementing the feedback from the playtesting sessions we've received in the last few weeks.

We also were able to divide tasks based on each of our interests and talents which helped everyone stay motivated and feel like they contributed an essential part.

6. Are you happy with the final result of your project?

Yes, we implemented most of the features we wanted to include in our game and had a great time working with each other. Of course, we still have ideas for additional features to enhance gameplay but considering the short development phase, we decided to stick to the core features to create a cohesive gameplay with minimal bugs. We are proud of what we could produce in that short time frame.

7. Do you consider the project a success?

Yes, we think our game is fun to play and has the right amount of educational material to not distract from gameplay which was also reflected in our playtesting sessions. Players greatly enjoyed playing our game.

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

We were able to meet most of our deadlines and milestones on time. We kept each other updated on our progress between meetings. We usually had one or two meetings per week depending on the workload we wanted to get done in that week.

9. What improvements would you suggest for the course organization?

We got a bit confused with the milestones since the milestones in the "Project Structure" document didn't match the ones on the course website. We followed the ones on the website and may have skipped one of the milestones in the beginning.