

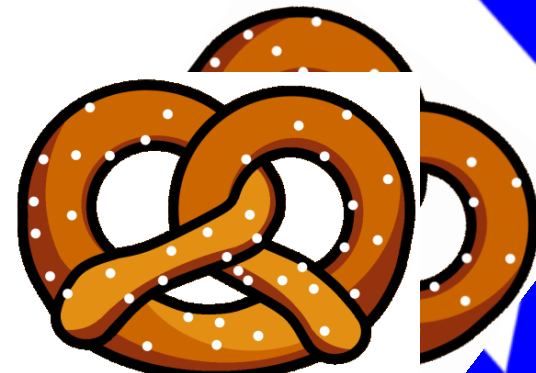
D'zapft is!

**Dominik Baumeister, Jing Yi Wang,
Marten Schwarzmann, Christoph Winter**



Mistake No. 1

We cannot read our own headlines...





U3 Moosach	4
U6 Klinikum Großhadern	4
U6 Garching-Forschungszentrum	4

120€



U3 Moosach





Oktoberfest

~~Get to Oktoberfest
as fast as possible.~~

Mock the MVG

Navigate through the
challenging and complex
underground network of munich.



- *MVG network*
- *Sepp*
- *Broken ticket machines*
- *Stammstreckensperrung*
- *Snow in the tunnels*
- *Delays*
- *Nasty inspectors*
- *Blocking people*
- *Confusing stations*
- *Boring gameplay*
- *Frustrate the player*
- *Munichwatch App*
- *WhazzApp*
- ...



132,20 €



Shop

2,50 €

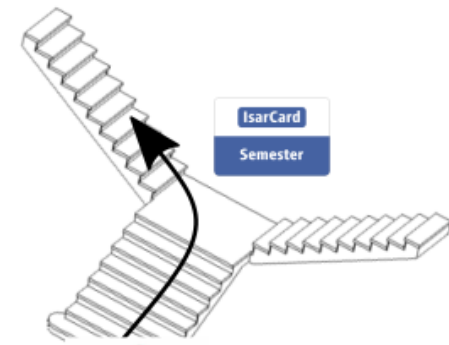
SU Münchner Freiheit



Ticket inspector @Karlsplatz, watch out!

Hey, thank you for being late. Just bought my second drink :P

10,70 €



IsarCard Semester



TODAY

Christoph
I'm here! 10:37

Dominik
Where? Same seat as every year? 10:38

Christoph
Roger that! 😊 10:38

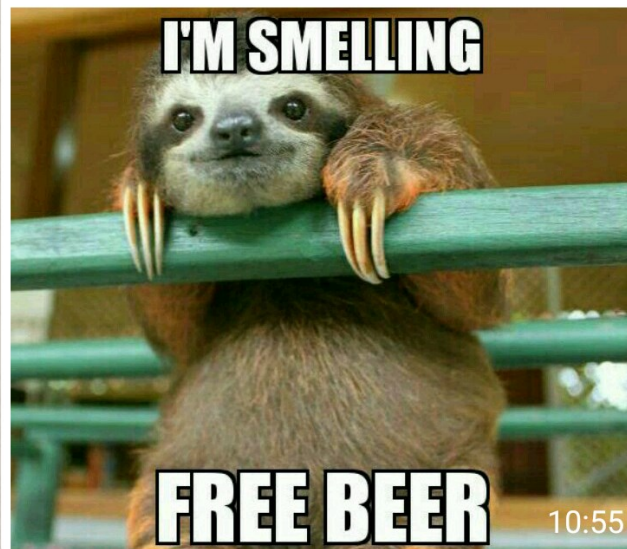
Marten
Haha Jingyi and Joseph still missing!
xD 10:44

Jingyi
Ohhhhhhhh!!! Guess who's gonna pay
for our beer this year!!!
#josephPaysDotCom 🍺🍺🍺 10:50

Dominik


Marten
Haha Jingyi and Joseph still missing!
xD 10:44

Jingyi
Ohhhhhhhh!!! Guess who's gonna pay
for our beer this year!!!
#josephPaysDotCom 🍺🍺🍺 10:50

Dominik
 10:55

Faaaaaaaaaaaaaaaaaaaaaaaaaaaaacc
cccccccccccccccc*****!!!!!!!
11:56 ✓

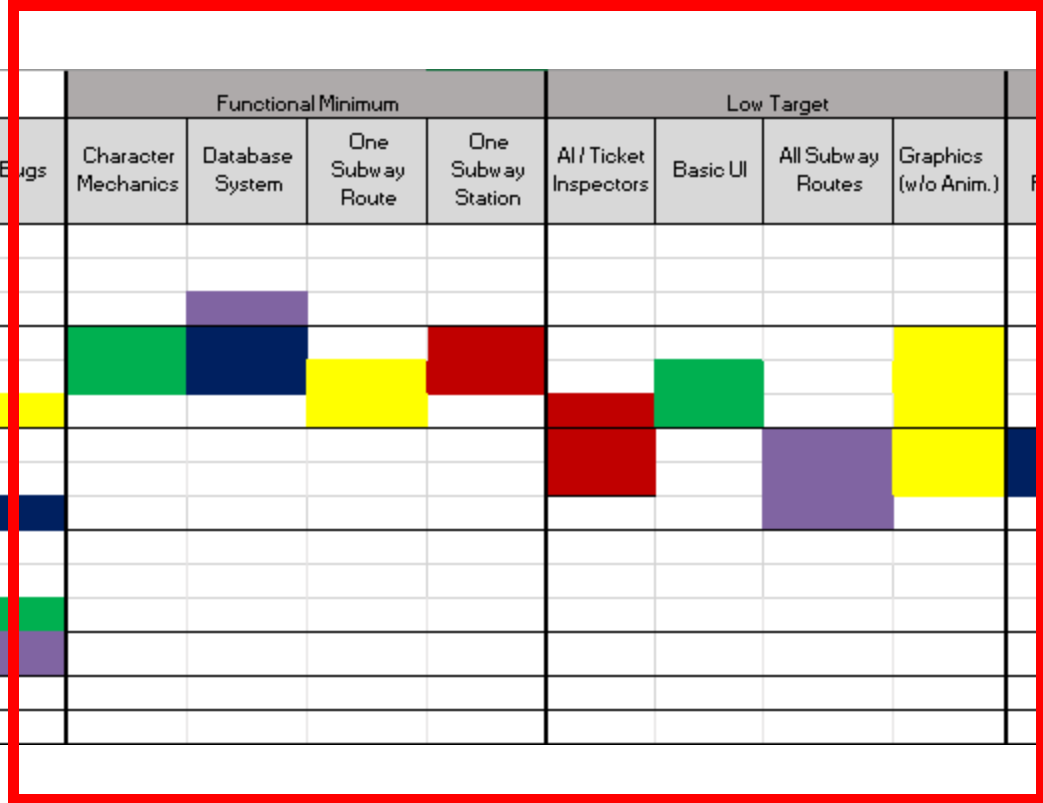






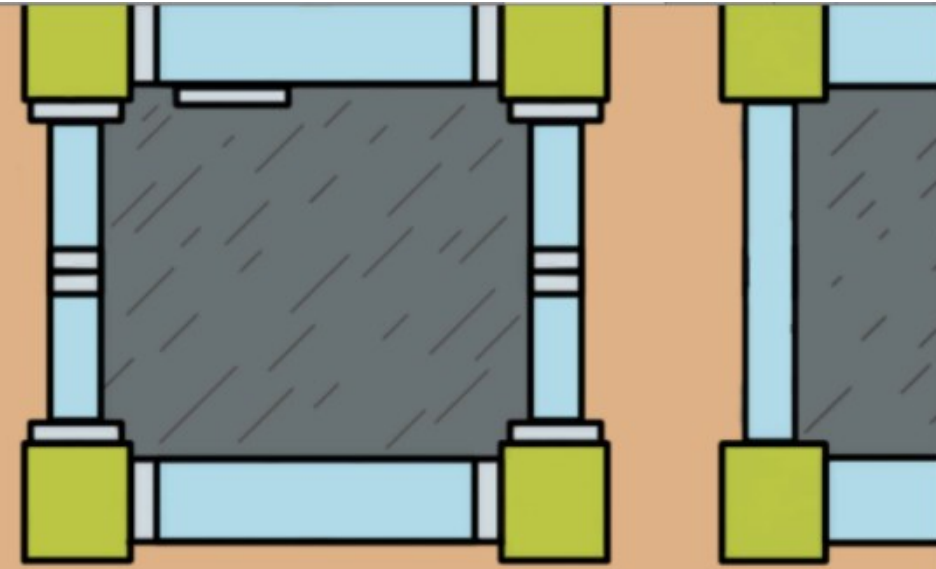


← Working on		Ongoing				Functional Minimum				Low Target				Desired Target							
		Design Doc	Concept Art	Physical Pr.	Introduce Bugs	Fix Bugs	Character Mechanics	Database System	One Subway Route	One Subway Station	All Ticket Inspectors	Basic UI	All Subway Routes	Graphics (w/o Anim.)	Fast Forward	Animations	Difficulty Scaling	Field of View	Random Events	Advanced UI	All Train Routes (U+S)
Physical F	Week 43																				
	Week 44																				
	Week 45																				
Interim	Week 46																				
	Week 47																				
	Week 48																				
Alpha	Week 49																				
	Week 50																				
	Week 51																				
Final Test	Week 52																				
	Week 1																				
	Week 2																				
Final Test	Week 3																				
	Week 4																				
	Week 5																				



16:09 
0€ 


text



16:30 

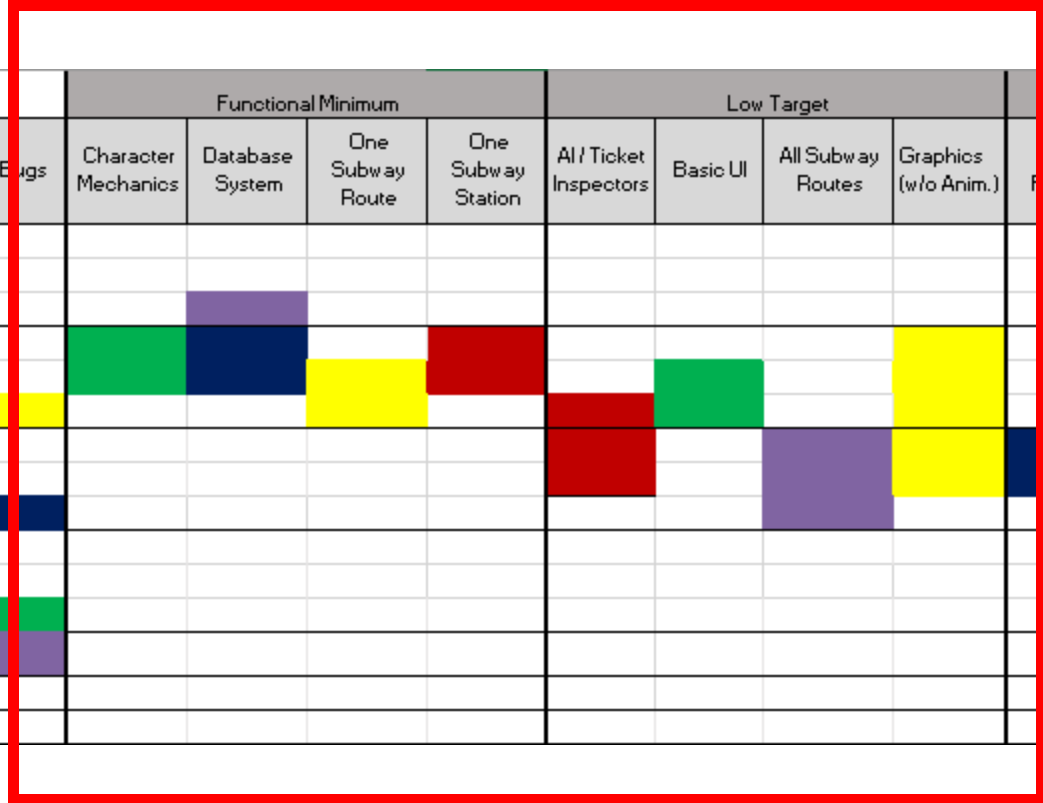
0€ 



WhazzApp 



Working on		Ongoing					Functional Minimum				Low Target				Desired Target						
		Design Doc	Concept Art	Physical Pr.	Introduce Bugs	Fix Bugs	Character Mechanics	Database System	One Subway Route	One Subway Station	All Ticket Inspectors	Basic UI	All Subway Routes	Graphics (w/o Anim.)	Fast Forward	Animations	Difficulty Scaling	Field of View	Random Events	Advanced UI	All Train Routes (U+S)
Physical F	Week 43	█		█																	
	Week 44																				
	Week 45																				
Interim	Week 46	█			█	█	█		█				█								
	Week 47				█		█	█						█							
	Week 48					█		█		█	█										
Alpha	Week 49	█			█					█											
	Week 50				█								█	█	█						
	Week 51					█									█	█	█			█	
Final Test	Week 52	█			█										█	█	█			█	
	Week 1				█											█	█	█			█
	Week 2					█	█														█
Final Test	Week 3	█																			
	Week 4	█																			
	Week 5	█																			



16:09

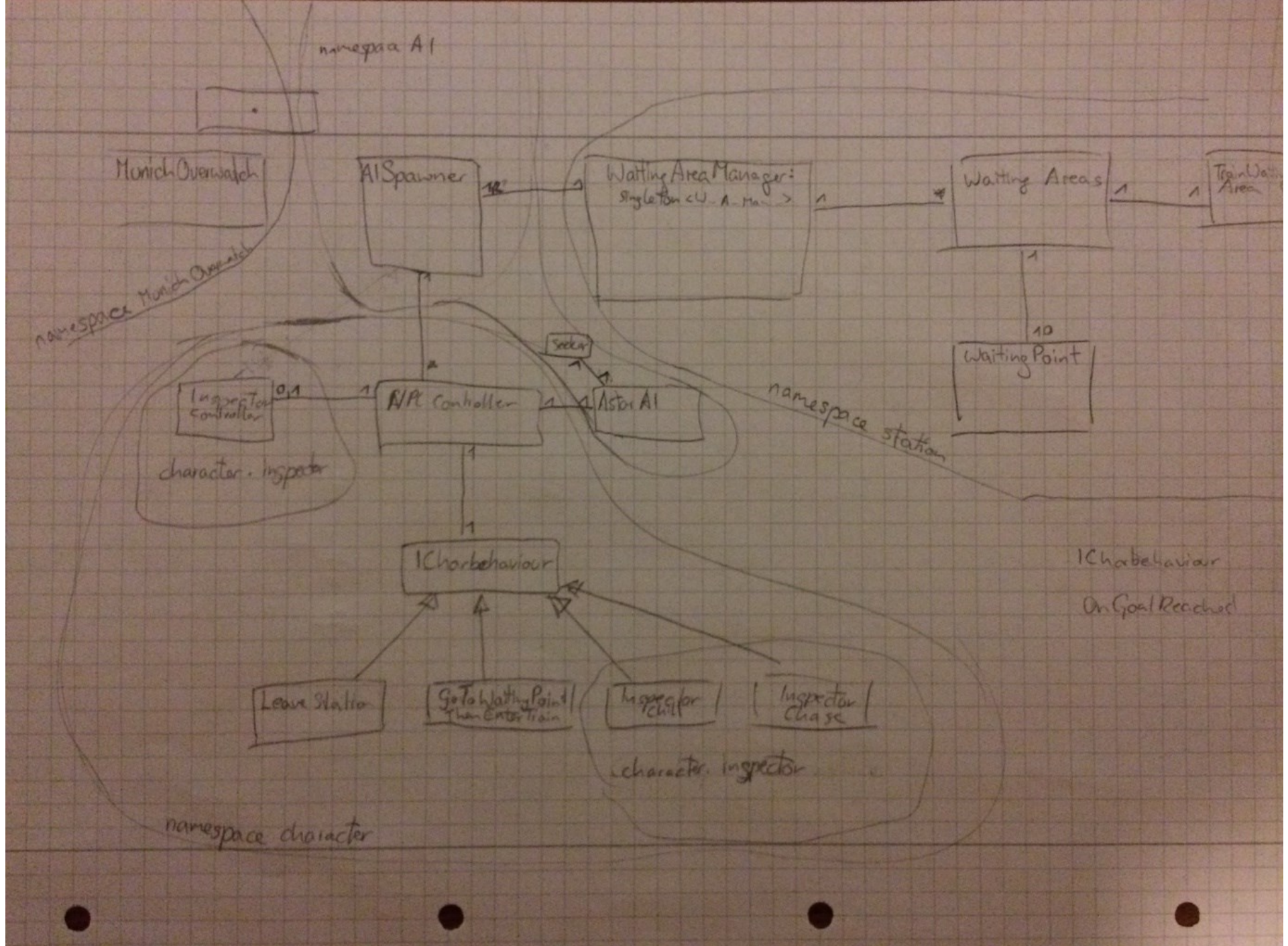


291€



WHAZZUP

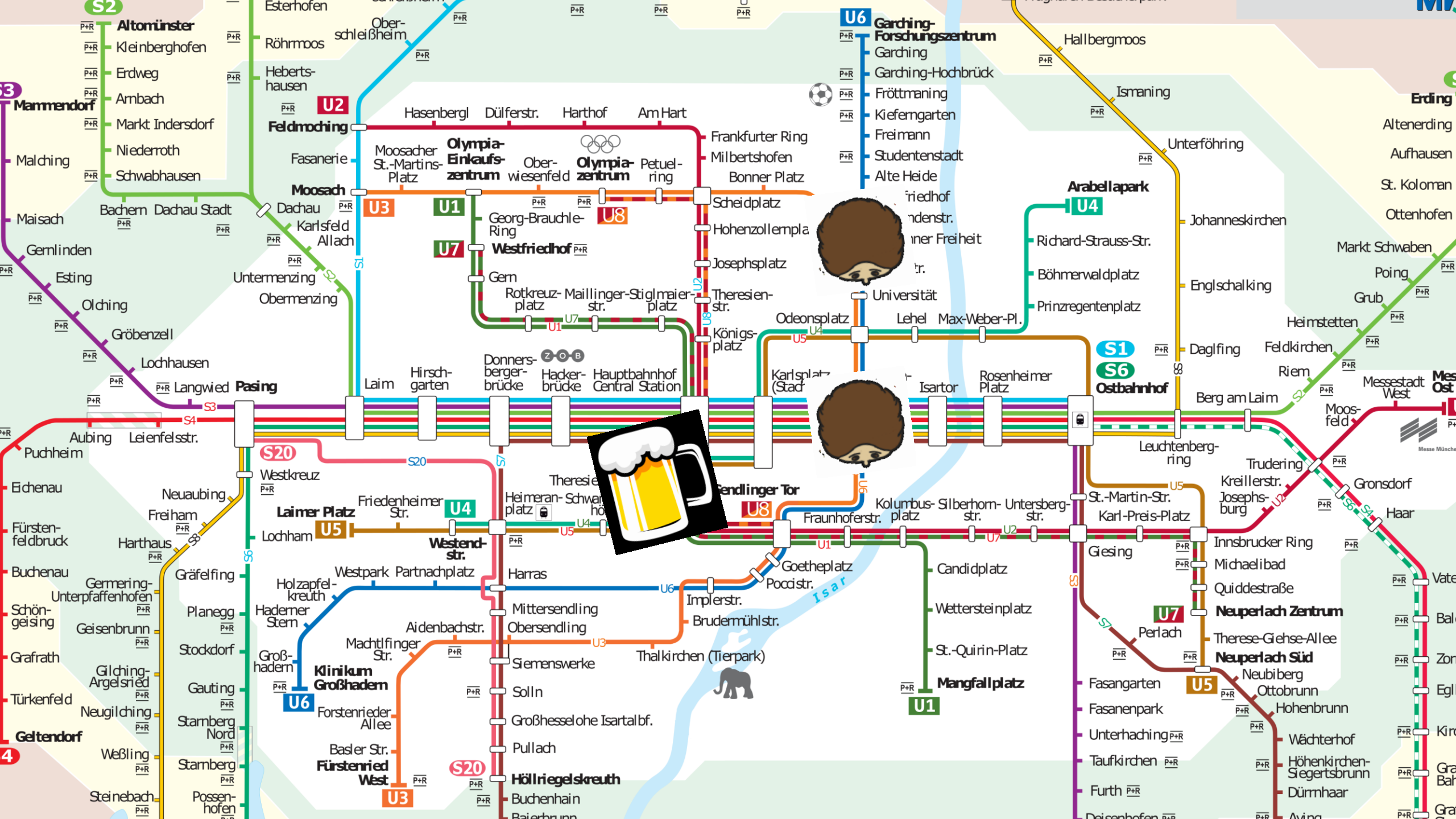




Level 1 Complete!



Main Menu



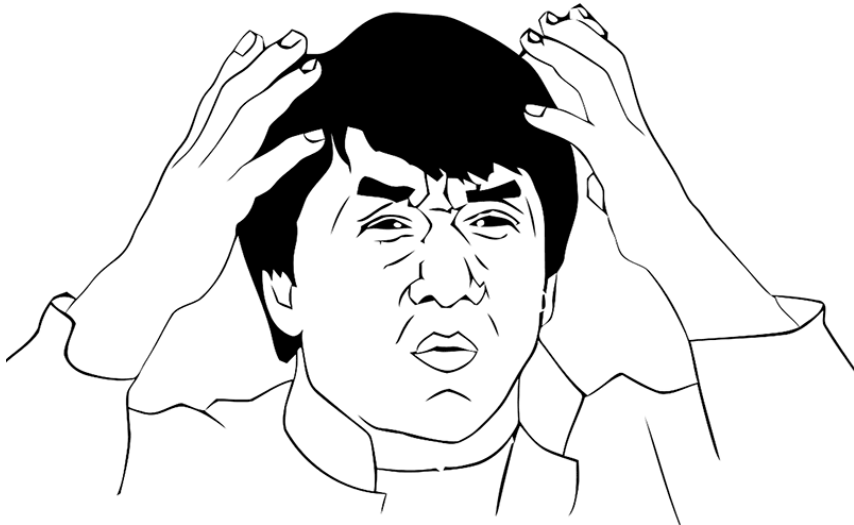


Christmas Break

Single Default Station



Custom Stations



Conclusions

Keeping references to deleted scenes is bad.

You better unsubscribe from events...

16:10



300€



MIRENPLATZ



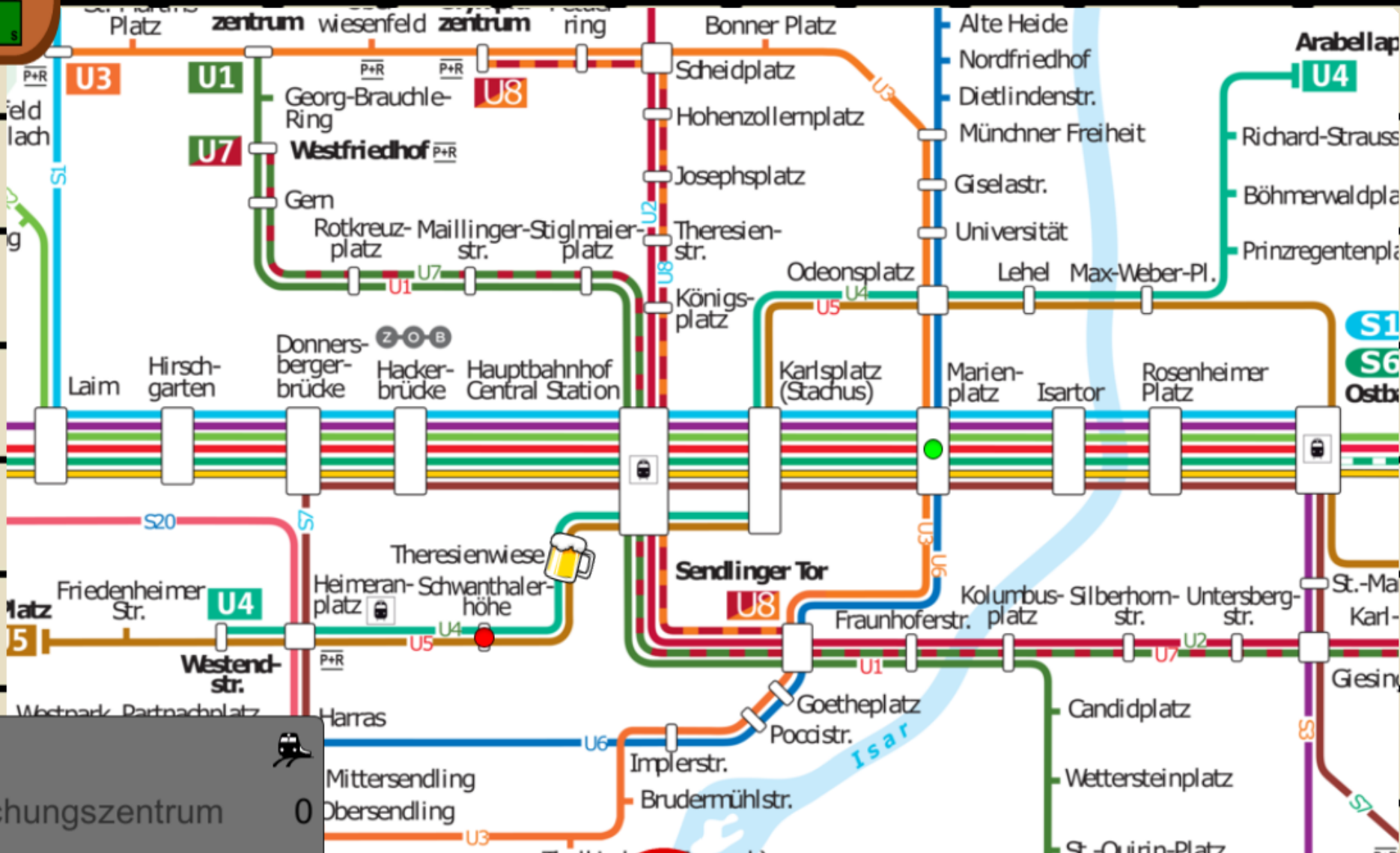
U3 Moosach	
U3 Fürstenried West	0
U6 Klinikum Großhadern	0
U6 Garching-Forschungszentrum	1



16:10



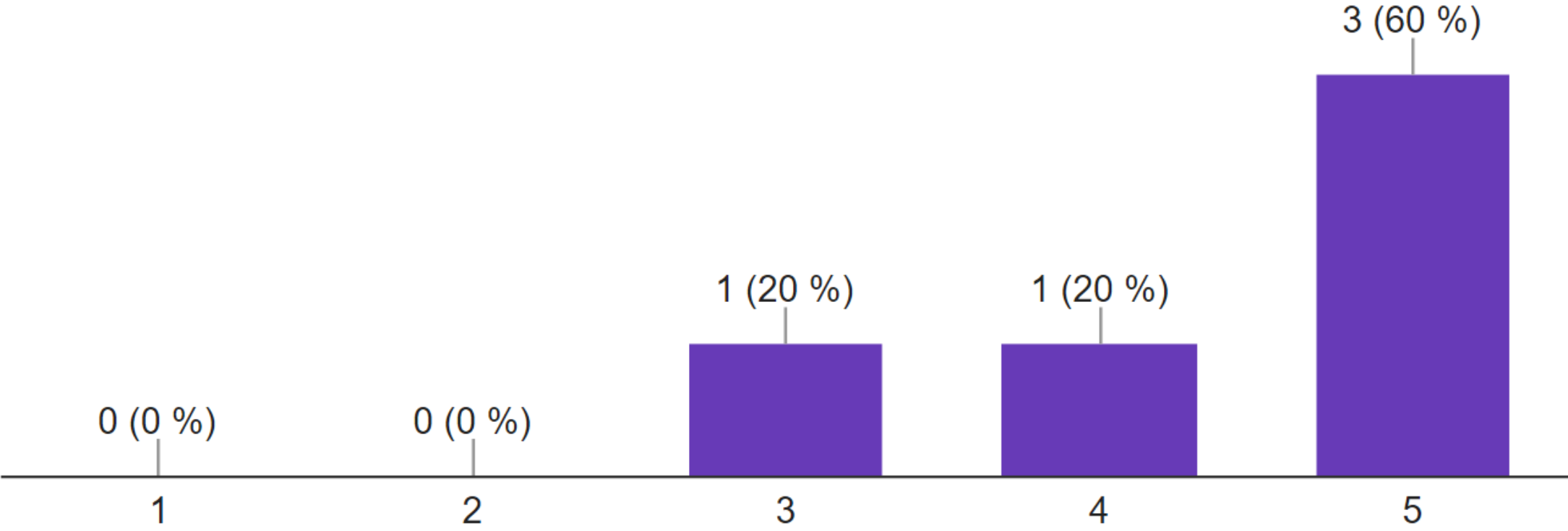
300€

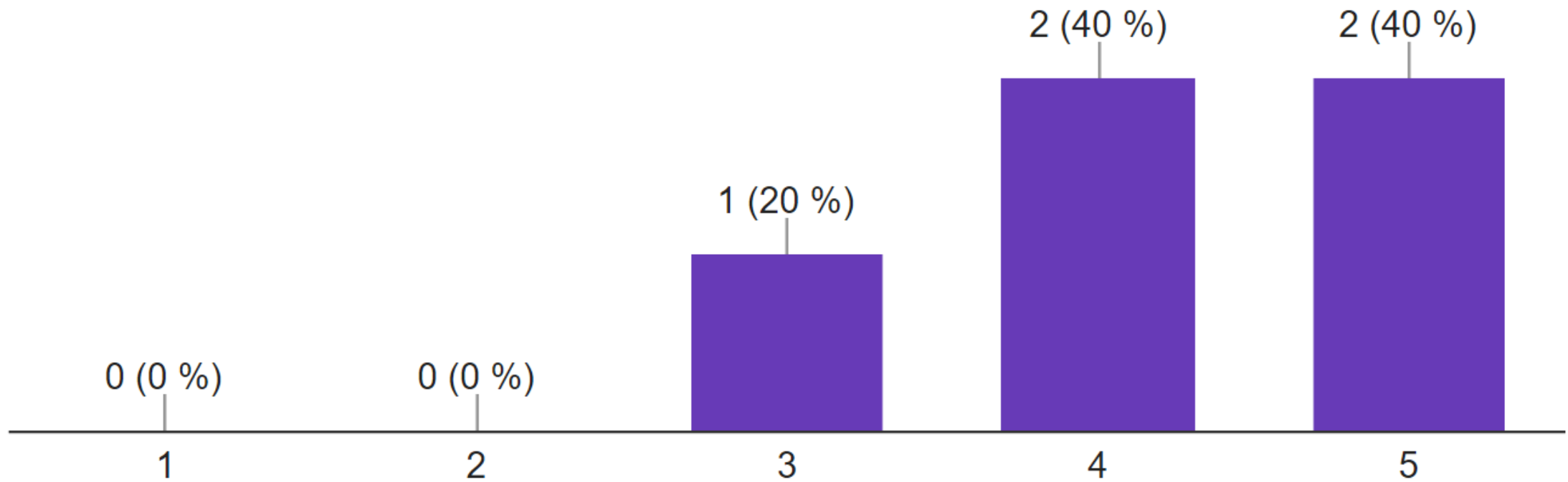
- Moosach 0
- Garching-Forschungszentrum 0
- Wolfratshausen 1
- Kreuzstraße 2



The game was fun...



... but extremely unfinished.



Conclusions

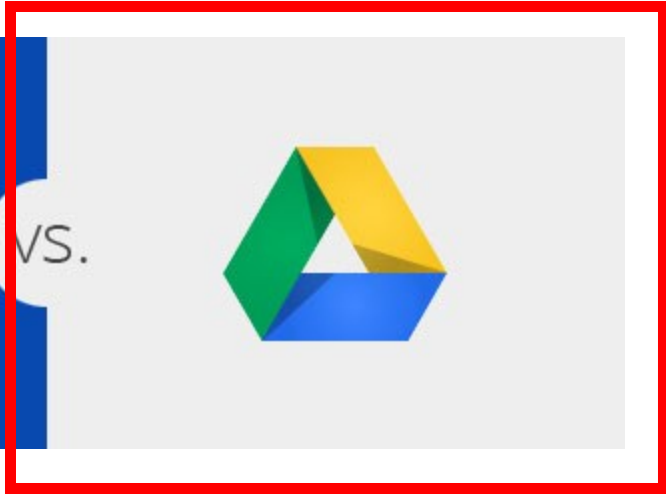
Show the game to other people earlier!

Too many features.

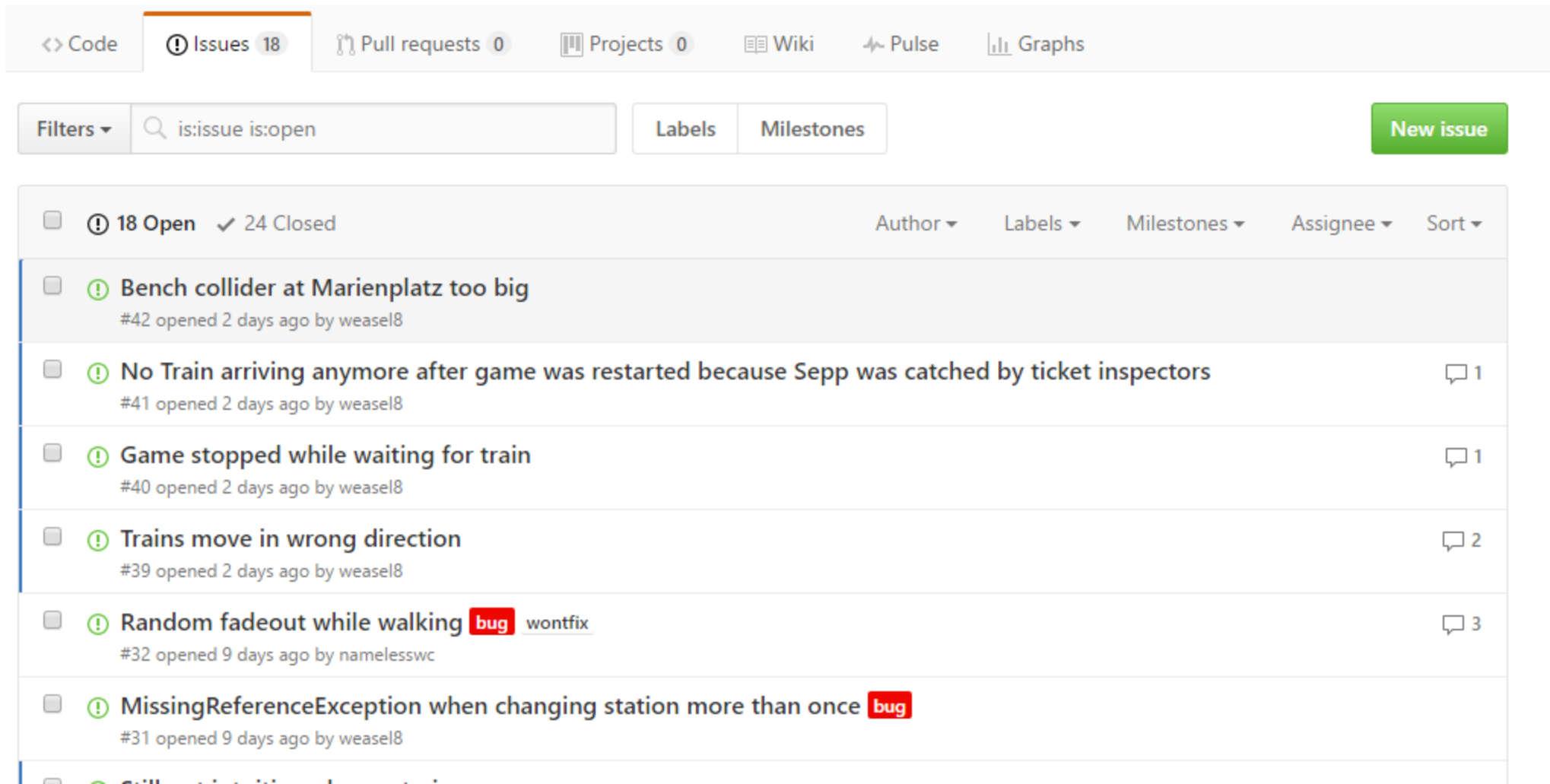
Play your game, not just your features!



vs.



Use issue tracking from the start.



The screenshot shows the GitHub interface for an issue tracker. At the top, there are navigation tabs: Code, Issues (18), Pull requests (0), Projects (0), Wiki, Pulse, and Graphs. Below the tabs is a search bar with the filter 'is:issue is:open' and buttons for 'Labels' and 'Milestones'. A green 'New issue' button is on the right. The main area displays a list of 18 open issues, each with a checkbox, a green exclamation mark icon, a title, a number, and the time since it was opened. The issues are:

- 18 Open ✓ 24 Closed
- Bench collider at Marienplatz too big** #42 opened 2 days ago by weasel8
- No Train arriving anymore after game was restarted because Sepp was caught by ticket inspectors** #41 opened 2 days ago by weasel8 (1 comment)
- Game stopped while waiting for train** #40 opened 2 days ago by weasel8 (1 comment)
- Trains move in wrong direction** #39 opened 2 days ago by weasel8 (2 comments)
- Random fadeout while walking** **bug** wontfix #32 opened 9 days ago by namelesswc (3 comments)
- MissingReferenceException when changing station more than once** **bug** #31 opened 9 days ago by weasel8



More detailed design & documentation.

Meeting in person is more valuable: Git Statistics

