

A short document that expands on your presentation by reflecting back on your design document, talking about what you managed to do, didn't do, and what you would change if you could do it all over again. You are encouraged to look back at your weekly logs and use what was posted there to create this reflection.

We managed to get good mechanics for one pokemon working that we are happy with. We unfortunately only reached only our minimum goals. Finding a solution to playtest issues we had, and balancing the one character we had set us back enough to prevent us from hitting our desired target.

An interesting thing happened when we ran out of time. We stopped exploring designs and feels of aspects of our game and started just cloning other games. An example of this is our shield ability in the game. We ran out of time and just ended up making it very super smash bros-esq. Finding things that work well in other games can help to round out a game.

When it came to the fighter design itself, we spent a lot of time balancing the moves, making them seem fair, and making each move feel like it fit the feel of the pokemon. They ended up different than the original designs, but were improved with each change. The polish on the moves was somewhat simplistic but added to the player satisfaction upon successfully using moves cooperatively with a teammate.

Interesting takeaways:

- The complexity of avatar sharing: We knew this concept was going to be a fun challenge and it was. Due to a small timeline, I believe we only hit the surface of this concept. It's really hard to playtest avatar sharing because of its increased learning curve right off the bat. Also, we ran into this big question: How do you incentivise people to cooperate? Also we learned how varied playtesting can be between players of different up-bringsings.
- The importance of a good tutorial: Our game turned out a bit more complex than originally imagined, so it has become fairly obvious to us that a solid tutorial is really needed if we would want to do further work/testing on this game.
- Multiplayer games are really hard to test alone especially when a single player can't fully control the avatar.
- For a multiplayer fighting game such as this, balance was one of the most important parts in order to make the game feel satisfying. Trying to finalize moves that made gameplay fun and feel like a pokemon should while still smoothly utilizing cooperative gameplay was an interesting challenge.
- Get an artist on your team if you want thorough visual polish on a short timeline.

