

# NEON FLIP

Flip till you drop



# Process Reflection

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## **Prioritization was decent at the beginning**

Once we had the core flipping mechanic working, we should have just started brainstorming and mapping maps and game mechanics



## **Communication was good**

We would discuss after playtests what had to be done and what had to be prioritized



## **Setting up the sprints by playtest instead of weekly sprints**

which in my opinion worked well since we weren't adding more than we were supposed to for the playtest

# Lesson Learned

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## Playtest the levels

- Seeing people not know where to go from each level should've been an indicator from the beginning to make levels smaller and compare difficulty and see which design was more effective

## Speed up development

- For each playtest, the main focus was to test the levels and features like the camera pan, and zoom out camera were left for last in the development process
- With the camera features, it have probably been easier for players to know where they are

## Have the “Neon” aesthetics from the beginning

- Having the “Neon” textures on the last playtest was a lot easier for players to know where they are and just made the game look better overall

# Critique/Future Directions

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The drastic change from the old version of Neon Flip and the version we have now, made us realize they can be completely different games

If we were to publish them this new iteration would get rid of the camera switch and focus mostly on the 3D view and focus the flipping as the new main mechanic

Add more player interactions so it is more interesting and challenging

The old version would have the more simplified puzzle like maps with the camera switch as the main focus