



# THE DEFENSE OF TREWEL TOWERS

Experience the adrenaline rush of defending a towering fortress against endless waves of enemies.

# Process Reflection

Prioritization worked towards the beginning of the semester before PAX

- (Horacio) I didn't put much effort after PAX and RPI just got everything working for the main conferences

Communication was good

- Same as last semester, sprints were clear and everyone knew what to do

Keeping to not adding anything big or new

- Having the game feature complete for PAX and RPI worked since there wasn't anything new to bug fix

Having to polish and bug fix everything piling up didn't work.

- It would've been better to take time during the weeks (sprints) to polish and bug fix

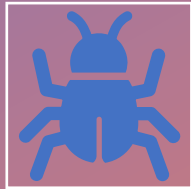
# Lessons Learned



## **Have different people playtest**

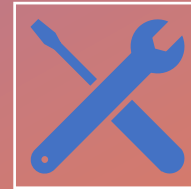
Having people play at PAX helped since it gave us a different perspective in how people play

New bugs/features come up when having different people play



## **Don't push back non-game breaking bugs**

They get annoying when new people play



## **Play the build**

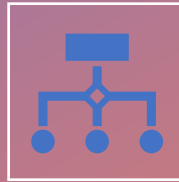
Internally test the build instead of the editor

# Critique/Future Directions



**Overall, the biggest issue was giving time to playtest and bug fix**

Most of the time work wasn't submitted by Friday so there wasn't enough time to playtest



**For the future we are going to be in the 3-week accelerator program**

Switching scrums so there are 3 check-ins  
•M-W, W-F, F-M



**Going to be working on fully polishing the game and keeping on schedule and accountability**