

AG



CSCI 1106 Lecture 22



Polish



Announcements

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- Students Rating Instruction
- Today's Topics
 - Why polish?
 - What is polish?
 - Types of polish
 - Prioritizing polish

Students Rating Instruction

- The information you give will be used to review the effectiveness of your instructor's teaching. Your thoughtful ratings on the questions will be used in the faculty tenure and promotion decision-making process, for other personnel decisions, and to provide information on teaching effectiveness at Dalhousie University. Your response is anonymous. Your instructor, the Chairperson or Director, Dean, and members of personnel committees will be provided with a summary of the class responses but will not have access to individual responses. **Your response will not affect your grade.** The summary of responses will be given to the instructor only after the final grades have been submitted.
- The instructions for completing the electronic capture/online evaluations are contained on the form after you link onto the system.
- Your written comments can also be entered at the end of the form. After completing your comments, please indicate, as requested on the form, if you want them to be used for tenure, promotion, re-appointment, or other personnel decisions. **Your instructor will NOT be able to identify you;** the comments to which your instructor will have access will contain **NO** identifying information.
- **Important** Please **do not** type any **identifying information** in the comments box. Indicate via the check box at the end of the comments section on the form, if you wish to enter signed copies.

Students Rating Instruction

- You should have received email in you Dal account with a link to the SRI system
- Click on the link to access the system
- The system will be open until December 4th
- Please take the time to fill out the rating!
- This is your opportunity to provide feedback on
 - The instructor
 - The presentation
 - The course material
 - Anything else that you feel is important!
- Both Dalhousie and I take these very very seriously

Sell Games and Influence People

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- What makes a game good?
 - Idea behind the game
 - Unifying theme
 - Story line
 - Game mechanics
- What makes a game great?
 - The small details
 - The look of the game
 - The game effects
 - The interesting quirks
 - The lack of annoying quirks

Many are Called but Few are Chosen

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- A polished game is
 - More compelling and immersing
 - More likely to be played longer
 - More appealing to new players
- A polished game will
 - Get better reviews
 - Get more praise on social media and word of mouth
 - More likely become popular
 - Likely sell more copies
- It's in our interest to make sure that games are as polished as possible!



What is Game Polish?

- Defn: A process to reduce the number of minor issues associated with the game
- This involves
 - Fixing minor bugs and anything that detracts from the consistency of the game
 - Touching-up graphics
 - Refining game mechanics
 - Adding minor features and special effects
- Constitutes the last 10% to 20% of development
 - Can take up to 50% of total time



Scheduling Game Polish

- Idea: Schedule game polishing as part of your overall development plan
- Don't assume you will have extra time to do this after you finish the main development
- Game polish is not the same as debugging or fixing major problems
 - You should budget time for this as well
- Should be done throughout the game development cycle
 - Typically kicks in once the game is stable and working



Types of Game Polish

- Resolution of issues
 - Stability
 - Consistency
 - Playability
 - Understandability
- Refinement of the game mechanics
 - Realism
 - Graphics
 - Audio
- Additional features
 - Special effects
 - Side stories and bonus rounds
 - Easter eggs
 - Special objects



Resolution of Issues

- Stability issues
 - Bugs
 - Memory usage
 - Hardware optimization
- Consistency issues
 - Story line (plot inconsistencies)
 - Game mechanics
 - Unifying theme
- Playability issues
 - Game mechanics
 - Game control
 - User interface layout



Resolution of Issues II

- Understandability Issues
 - Game manual
 - Presentation of information during the game
 - Demonstration of how to play the game
 - Recommended controller use

- How are these issues discovered?

Playtesting!



Refinement of Game Mechanics

- | | |
|--|---|
| <ul style="list-style-type: none"> • Realism <ul style="list-style-type: none"> – Physics simulation <ul style="list-style-type: none"> • Projectile behaviour • Object motion – Behaviour <ul style="list-style-type: none"> • E.g., the more a character is carrying the slower they are – Character rendering – Character motion <ul style="list-style-type: none"> • Natural motion: walking, running, jumping, etc • Ancillary objects: hair, clothing, etc | <ul style="list-style-type: none"> • Graphics <ul style="list-style-type: none"> – Detail – Photorealism – Graphic design • Audio <ul style="list-style-type: none"> – Fidelity – Sound effect/action pairing – Interaction (voice) |
|--|---|



Additional Features

- **Special effects**
 - Explosions
 - Transitions
 - Intermissions
- **Side stories and bonus rounds**
 - Additional miniquests for the players
 - Additional levels
 - Backstory
 - Transitions to the sequel
- **Easter eggs**
 - Secret features
 - Activated by clicking on specific objects on the screen
 - Allows developers to add more of their own creativity into the game
- **Special objects**
 - Give the character additional powers
 - Do not affect the general play of the game