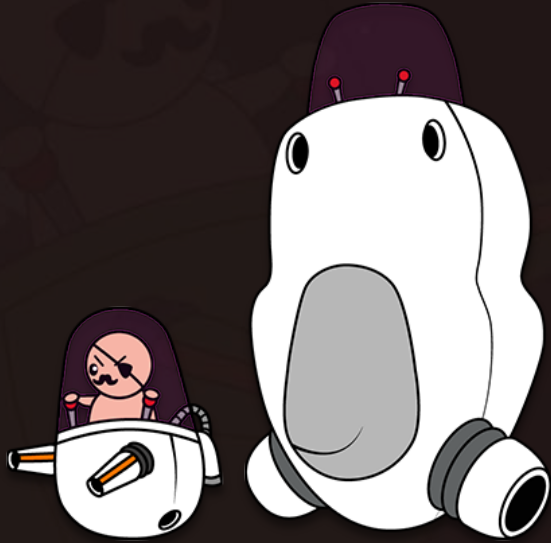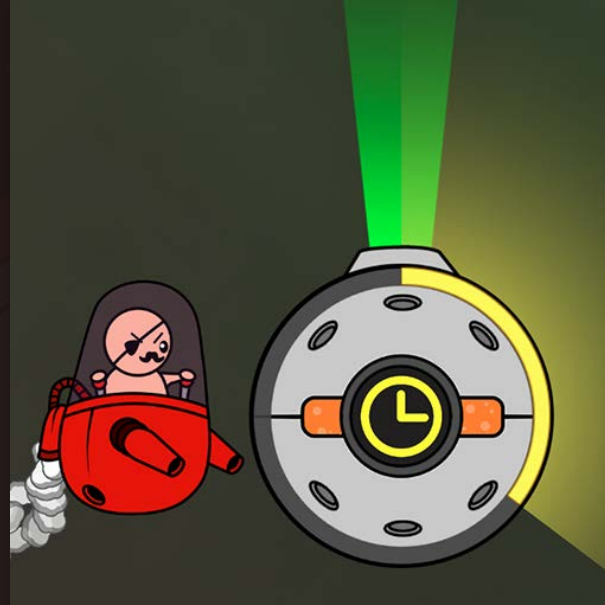# OUTLINE

1. **WHAT'S CHANGED**
2. **WHAT'S NEXT**
3. **WHAT'S REQUIRED**

WHAT'S CHANGED

WORKING COLOURS
Player and ship colours now match and are assigned correctly for rounds

FUEL CRATE TIMERS
Timers for fuel crates have been reworked and are now visualised to nearby players

PLAYER INDICATORS
Additional lights introduced to display how many players are nearby and required

WHAT'S CHANGED

OPENING EFFECT

Basic open animation for fuel crate (currently to test animation possibilities)

VOTING SCREEN

Voting screen now appears with basic functionality. Further improvements and player feedback currently in progress.

SONAR COLOURS

Sonar rings now match the colour of the player that emitted it

WHAT'S CHANGED

ART UPDATES

Introduced minor updates and changes to some of the art assets in the game

SHIP FUEL   0%

MINOR UI UPDATES

Added a few new UI elements and some further minor adjustments

START PREVENTION

Prevents players with no internet connection from starting game via main menu

WHAT'S CHANGED

RETURN TO MENU
Players can return to menu from main game. Effects on main game still pending.

BACKEND CHANGES
Various backend changes to improve the game and future development

ANDROID APP FIXES
Replaces "Project Stranded Test" app name and adds new temporary app icon

WHAT'S NEXT

WHAT'S NEXT

VOTING SYSTEM IMPROVEMENTS

There are some issues and considerations with the voting system that need to be addressed.

1. Further development to make the voting system **more robust and reliable** to account for a range of potential errors (e.g. players flying out of range during a vote)

2. Introduce **player feedback**: notify players when they have voted, how long they have left to vote, etc.

3. Implement **voting system intervention**

WHAT'S NEXT

ERROR HANDLING

There are a range of potential errors - particularly network - that can occur which need to be accounted for in the game

1. Introduce further handling for network errors during the main game: adjust crate values, search for new players and many more.

2. Provide feedback and information to players when an error has occurred such as error type and proposed solutions.

WHAT'S NEXT

ERROR HANDLING

There are a range of potential errors - particularly network - that can occur which need to be accounted for in the game

- Basic error screen currently ready for use

ERROR HEADER
ERROR MESSAGE

RETURN TO MAIN MENU ↵

WHAT'S NEXT

BETTER UI
A lot of work is still required for the user interface in order to make it informative and usable for new and old players

1. Improve fuel collection and depositing feedback so players are more aware when they have collected fuel and are depositing fuel

2. Redesign the carried fuel bar to be more understandable in relation to ship fuel percentage

3. Introduce feedback for significant player actions such as tapping to move and tapping to stop

WHAT'S NEXT

GAME BALANCE

Currently fuel crates are scattered around at random and their assigned values make it difficult to win the game

1. Introduce **4 and 5 player fuel crates** that distribute higher amounts of fuel

2. **Adjust the placement of the fuel crates** in the level to create more opportunities for high player count crates to be opened

3. **Adjust the amount of fuel provided** by fuel crates in order to make refuelling the ship more common

WHAT'S NEXT

?

TUTORIAL & HELP

Despite its simple objectives, the game and its controls can be particularly confusing to new players

- Introduce new **condition-based hints** for players

BASIC EXAMPLES

- Display overall objective at start of new round

- Player hasn't found a fuel crate in a while › "Search for fuel crates"

- Player hasn't collected fuel in a while › "Collect fuel from fuel crates"

- Player has a lot of fuel to deposit › "Deposit fuel at your ship"

- Player near ship but not depositing › "Tap your ship to deposit fuel"

WHAT'S NEXT

LOBBY & GAME STATE

The state of the lobby and game can be particularly confusing to both new and old players

1. Show players a numerical display of the total players in the lobby whilst waiting for match to start

2. Introduce more informative displays for round starting, round ending, players disconnecting and other significant game state changes

3. Determine when to conclude matches early if game reaches an unplayable state (e.g. too few players)

WHAT'S NEXT

PRE-ROUND PLAY

There is currently no player interaction or entertainment whilst players are waiting for a match and round to begin

1. At the minimum, display information and tips to players while they wait for the round to begin

2. Allow players to fly around alone in the level without any main objectives until the round begins

3. Potentially introduce miscellaneous interactables that make use of the fuel crate's proximity-based mechanic for fun

WHAT'S NEXT

DATA & ACCOLADES

Two of the last main intended features of the game still require significant design and implementation

1. Research and prepare implementation of the data collection and output for analytics

2. Determine and design accolades to be awarded to players based on in-game stats and data

3. Simultaneous development for data analytics and endgame accolades

4. Begin the output of data and accolades

WHAT'S REQUIRED

WHAT'S REQUIRED

DATA & ANALYSIS

To generate and handle data effectively, we need further information on what data to collect and how it will be used

1. Is the data to be recorded by match and rounds or is it to be instead recorded by individual player?

2. Is the data intended to be recorded for lab environments only or for external / worldwide players too?

3. How should the recorded data be presented and potentially visualised in a way that best suits its intended use?

4. Could simple examples of how the data will be used be provided to assist us with what we want to aim for during implementation?