Benjamin Scott

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| Team | | |
| **Name** | **Role** | **Description** |
| Benjamin Scott | **Programmer** | The game was made by Ben |
| Daniel Destefanis | **Game Tester** | Daniel Tested the game for bugs and provided feedback. |
| Jordan Schofield | **Game Tester** | Jordan Tested the game for bugs and provided feedback. |

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| Project Summary |
| My game is a zombie top-down shooter, the player starts in the menu screen and can see their high score. once you click play it loads the game scene. Your aim to is kill all zombies and not have your health go to 0, every kill gives points, and your goal is to get the high score.  My game was tested by 2 game designers who gave great feedback and ideas.  My goal was to have my game on android pc and web. |

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| Milestones and Deliverables |
| List the features within your game that should be demonstrated |
| **Prototype:**   * Player Controls – Should be able to move the character and shoot * Enemies spawning – They spawn in 2 locations once and can only spawn more in with right click. * Player - When the player moves there is a walking animation * The map – small desert map with little detail * Health bar – appears above zombies and in the top right corner for the player. color changes based on percentage. * Sounds – only sound is the players legs hitting the ground. * Menu screen – not fully finished, takes player into a map selection with only 1 map to pick from   **Final Build:**   * Death animation – player and zombies have an animation when they die * Bullets - have effects and sounds * Enemy Spawning – A grave appears randomly on the map and spawn a zombie then the grave is destroyed. * The map – Much more details added, e.g. Rocks to be an obstacle and invisible walls to prevent the player leaving the map. * Health bar – in paint I polished the look a little bit more. * Sounds – added sounds for shooting, getting hurt, power ups and more. * Power ups – added 2 power ups, one to get more health and the other to shoot a lot faster for a few seconds. * Enemies – have a hit animation and now get faster over time. Gives player a score after each time it dies. * Menu screen- removed the map selection and high score screen, added a play button and a high score text instead. * High score – added the ability to get a score and save it, when you re launch the game, it has your score saved and displayed. * Death screen – when the player dies a window pops up displaying your score and how many power ups you have collected. |

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| Scope |
| Project scope sets boundaries, its important to define what is and is not part of your project. Here are some guiding questions for identifying a projects scope:   * The project is being delivered to Android, Windows pc and Web. * Timeline 4-5 weeks * Budget – 0$ * Built in unity and visual studio |
| **In-Scope:**   * Making The game cross platform – Android, pc and web * Menu Screen, instruction screen, play screen all well detailed * Enemy’s having a health bar, sounds and ability to hurt the player.   **Out-of-Scope:**  Describe work that may be related, but not in scope based on budgets, time, and resources. E.g. You may be working on a prototype for a game to be delivered. It may be considered out of scope to develop more than 1 level.   * Power ups that are dropped by enemies that gives the player an advantage, I could add endless amounts but ran out of time. * I was going to add more map levels the player can select but had to make it out of scope because I ran out of time. * Sounds, I would add more sounds to the game but having a 0 budget and limited time I couldn’t gain the sounds needed for small details. |

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| Issue Log | | |
| Please provide a summary of issues that have been recorded for the project | | |
| Issue Description | Resolution notes | Status (open/closed) |
| Players Health bar can be Manipulated | Fix was to untick interactable. | closed |
| Quit button Freezes web build | Made it so only the pc build has the button | closed |
| Speed of zombies were to slow | Increased zombie speed | closed |
| Players aim was off slightly shooting to the left | Removed my function I created to adjust the aim | closed |
| Spots of the map enemies cant attack the player | Fixed the navMesh so enemies can go to all intended spots | closed |
| Enemies attack the player then stop | Added more than just a onColision function to deal damage | closed |
| Enemies death they continue to move and attack player | When the entity has 0 health it should no longer have abilities. | closed |

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| Feedback Log | | |
| Keep track of feedback provided by your peers, refer back to discussions that you have had, and feedback provided. Try to list all types of feedback you received. | | |
| Who gave feedback | What was the feedback | Changes you made based on the provided feedback. (no change is also acceptable) |
| Robert Mason | Didn’t Like android controls | Changed the controls from a shoot button to auto shoot when you move |
| Robert Mason | Game should have Better Sounds | Added more sounds. |
| Felix Quinn | Got stuck on rocks A lot | Moved the rocks so you couldn’t get stuck |
| Felix Quinn | Game Needs to get harder over time | Made zombies go faster over time goes on. |
| Patrick Astermann | Likes the grave Spawners | No change needed |
| Patrick Astermann | Didn’t like the bullets | Added effects to make it so you can see the bullets more clearly |
| Catherine Day | The mouse and keyboard felt smooth | No change needed |

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| Documentation Checklist | |
| Your tdd should include the following, please verify | |
| **Item** | **Done / Not Done** |
| Research Workbook (download from canvas) | Done |
| TDD: Game Title | Done |
| TDD: Project Summery | Done |
| TDD: Target Audience | Done |
| TDD: Game Controls (pc) | Done |
| TDD: Game Controls (mobile) | Done |
| TDD: Game Controls (web) | Done |
| TDD: Game GUI wireframes (all screens) | Done |
| TDD: Asset Lists | Done |
| TDD: Software and Tools used | Done |
| TDD: Description and overview of Implemented System  Eg: how your handling input / spawning / health / switching between states etc.… includes a flowchart to communicate concepts | Done |
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| Platform Evidence |
| Provide a screenshot / photo of your game running on the following platforms:   * Edge * Chrome * Windows from release build * Android |
| **Edge**  Graphical user interface, application, Word, PowerPoint  Description automatically generated  **Chrome**    **Windows**    **Android** |