Journey Through Crystal Peaks

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| Team | | |
| **Name** | **Role** | **Description** |
| **Flynn May** | **Programmer** | **Programming the game and mechanics** |
| **Ruby Andreatta** | **QA** | **Play testing and bug reporting** |
| **Thomas Greene** | **QA** | **Play testing and bug reporting** |

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| Project Summary |
| Find yourself in a world fueled by magic and the will to explore. Journey through various levels solving challenging puzzles, with increasing difficulty, by guiding wisps to the light. |

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| Milestones and Deliverables |
| List the features within your game that should be demonstrated |
| **Prototype:**   * Object pushing * Beam interacting and turning on lights * End of level portal   **Final Build:**   * Levels with progression * Menu, level select and volume screens * Customizable volume levels |

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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:   * Who is the project being delivered to? * What is the project timeline and budget? * What resources will be required? |
| **In-Scope:**   * A spawner for a beam which can turn on lights. * A panel which can reflect the beam. * Basic player movement.   **Out-of-Scope:**  Describe work that may be related, but not in scope based on budgets, time and resources. Eg: 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.   * More beam interactors, such as; a splitter which can half the beam and send it in other directions. * Astar pathfinding algorithms for movement which slides less. * An in-game level builder. |

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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) |
| Blocks drop on the player and begin rolling around. (bug) | Blocks won’t fall if the player is in the way. | **closed** |
| Clicking into the void makes the player move to the void’s origin. (bug) | If the void is clicked the click is ignored. | **closed** |
| Reflectors facing each other will cause a stack overflow. (bug) | When building up the path for the *beam* each block can only be added once. | **closed** |
| Audio Screen appears when clicking level 2 | Clicking on levels will now only take the user to an actual level, instead of the next scene. | **closed** |
| Highlight the selected tile. (enhancement) | Added a circle particle over the hovered tile. | **closed** |
| Fix the player movement to be more predictable. (enhancement) | Player can no longer move diagonal, which previously caused the player to cut corners. | **closed** |
| Always have the *beams* spawning. (enhancement) | If no path interactable object is found a temporary one is created, off screen and the *beam* will path to it. | **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) |
| QA’s Roommate & Survey Participant 3 | Include *WASD* movement because this is what they would default to for pc games. | ~No change |
| Survey participant 1 | The lighting should be changed do give the concept atmosphere. | The lighting was changed to keep a consistent colour palette between scenes. |
| Survey participant 2 | Make the player automatically move to the *portal*. | ~No change, a part of the game is the player being in the correct position at the end of the level, to get to the *portal* with out undoing the solution. |
| Survey Participant 3 | The aesthetic and gradient, gives the game a peaceful feel, and makes it pleasing to look at | ~No change |

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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 (keyboard/mouse) | **Done** |
| TDD: Game Controls (touch) | **Done** |
| TDD: Game Controls (controller) | **N/A** |
| 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:   * Firefox * Chrome * Windows from release build * Android |
| **Firefox**  **Chrome**  **Windows**  **Android** |