Black Hole

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| Team | | |
| **Name** | **Role** | **Description** |
| Daniel Mayo | Programmer | Main programmer for Black Hole |
| Catherine Day | Game Tester | Tester and bug finder |
| Felix Quinn | Game Tester | Tester and bug finder |

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| Project Summary |
| Black Hole is a simple board game with both players having numbers ranging from 1-10, the aim of the game is to fill 20/21 cells with both players' tokens while ensuring your tokens are the least exposed at the end. After all tokens are placed, there will be one cell left unfilled, this cell is the 'black hole' and any cells adjacent to it will be summed for each player, whoever has the least score wins the round. |

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| Milestones and Deliverables |
| List the features within your game that should be demonstrated |
| **Prototype:**   * Board Generation * Placing Tokens on the board * Menu Screens   **Final Build:**   * Particle Effects / VFX * Music / SFX |

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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:**   * Generating a board of 21 cells. * Ability to place tokens into cells. * Game check for win state. * SFX/VFX – Vibrant graphics and retro sound effects. * Particle Systems for extra VFX.   **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.   * Multiplayer – Connecting to people via the internet to compete in a match of Black Hole * Matchmaking – Being paired up with a random person. * Friends – Ability to connect to a specific person. |

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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/fixed) |
| Side Tokens Clickable | Removed `Cell.cs` script from side tokens. | fixed |
| End Scores Switched | Switch some references on a script. | fixed |
| Music Volume Bug | Fix references to Audio objects? | open |
| Button Sounds Break | Fix references to Audio objects? | open |
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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) |
| Ben Scott | Suggestions on animations. | Created more appealing animations. |
| Ben Scott | Feedback on the tokens’ display | No Change. |
| Ben Scott | Speed up animation times. | Sped up animation times. |
| Aaron Cox | Suggested new way to display tokens. | Created physical token display. |
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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 |
| Platform Evidence | |
| Provide a screenshot / photo of your game running on the following platforms:   * Firefox * Chrome * Windows from release build * Android | |
| **Opera GX**    **Chrome**    **Edge**    **Windows**    **Android** | |