Lost in the haunted woods

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| Team | | |
| **Name** | **Role** | **Description** |
| Craig lovell | **Programmer** |  |
| Daniel Sohler | **Designer Tester** |  |
| Kade Fairweather | **Designer Tester** |  |
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| Project Summary |
| You find your car has broken down in the middle of the woods, you need to look around to find car parts to fix your car and get out of there but soon realize you’re not alone and that something trying to kill you. |

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| Milestones and Deliverables |
| List the features within your game that should be demonstrated |
| **Prototype:**   * 3 items that where all triggered using tags. * Basic Control system janky and unsmooth * Crappy ghost and character models looks janky and rough * Janky collisions * Joystick controls junkie   **Final Build:**   * 3 collectables that are now using an inv system storing items on collision in a list and adding them to your inv. * Modified controls and revamp movements made an input manager to control what’s active for switching platforms * Updated and smooth model no longer a random blob on the screen * Tree collision * and ghost collision has been reworked to work in a more realistic way with you being able to go though the leaves and go though the ghost * joysticks being reworked to remove many bugs and trying to create smoother movement for phone users |

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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:**   * Collectables trigging a different game state to move the game along. * Enemies that will kill and hunt out the player. * Working Ui and health bar system.   **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 aspect to play with more people online groups. * Full working game ai that creates and destroys behaviors depending on what’s going on in the game. * 4-5 different leaves for this game is out of scope for right now seeing how long it took me to create the first one |

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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) |
| the car at the back of the level was not put as a ground object and it broke the physics of jumping (it would make you fall of the car faster after jumping a bit) | Fixed the car made it a ground object so it didn’t pull you down straight away to fix the gravity | Closed |
| the ghost was a collider not a trigger which made no sense | Made it a trigger so you can walk though it | Closed |
| the menu was too small on mobile, and the buttons were hard to press as they were even smaller | Made the menu bigger and recentered it | Closed |
| there was a tree in the back that would trap players | Moved the tree away to stop people getting stuck | Closed |
| Right joystick dead zone is broke and when held in middle will drift | Still to be fixed atm leaving as is | 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) |
| Kade R | the atmosphere could be improved | Changed it a little but not much is really need going for a low Polly |
| Kade F | Monster Improvements Graphic side of things | No change done |
| Aaron C | Add a Skybox background and remove the walls | Removed walls and added a nice night sky skybox |
| Aaron C | Adding a crosshair to know where the middle of the screen is | Added a small white circle to the middle for a crosshair |
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| Documentation Checklist | |
| Your tdd should include the following, please verify | |
| **Item** | **Done / Not Done** |
| Research Workbook (download from canvas) |  |
| 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:   * Firefox * Chrome * Windows from release build * Android |
| **Firefox**    **Chrome**    **Windows**    **Android**  **Samsung A20 Phone Model** |