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| **Creative Computing Year 3 Professional Practice Project** Interim Presentation Tuesday 3 December | | Names | Aisling Kelly-Brophy  Mikaela Punzalan | |
| Title | Animal Simulator | | | |
| Description | Animal Simulator is an open world sandbox simulator game developed in Unity. You can choose your own animal, customise how it looks, and explore the open forest environment. Gain points by eating or drinking, completing objectives, and ultimately surviving. We encourage you to express your creativity and independence and play at your own pace in Animal Simulator! | | | |
| Technologies | Unity and C# | | | |
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| **DONE** | | Project  Management | Trello | **✔** |
| Sprint 1 | Created a Github to upload relevant documents and manage code development. Created a Trello to manage the project and keep track of progress. Create a Miro board to brainstorm ideas. Did research for the Requirements Document and compared 3 games. Looked up Unity tutorials. | GitHub | **✔** |
| Sprint 2 | Created Google Forms and interview questions. Sent out the survey to potential players and to our classmates. Interviewed 3 different players. Drew some paper prototypes of the game. Followed a Unity tutorial and created a third person view with movement and jump mechanics. Looked for low-poly graphics from the Unity Asset Store. Completed the Requirements document. | Journal | **✔** |
| Sprint 3 | Did research on the technologies we used for Animal Simulator such as, Unity and C#. Created flow charts and block diagrams of how the user navigate in the game. Compared 2 different game engines: Unity and Phaser. Created a plan and divided the workload between us for the next 2 weeks for Sprint 3. | Report | Requirements | **✔** |
| Sprint 4 | Created more prototypes and diagrams and completed the Design Document. Logged any bugs in Trello and researched solutions online and troubleshoot the bugs. Added movement and player input to the player character. Added game object collisions and expanded the world environment of Animal Simulator. Added audio for movement and eating. Organised the game objects in the Hierarchy. | Design | **✔** |
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| Supervisor Feedback |  | | | |