**Documentation of Process**

*as being directed by Mindstorm Studios (Game development methodology)*

On 20 September, we were instructed to begin the ideation phase and gather ideas for our game. Mindstorm Studios that this is one of the most important phases, as the game idea has to be something that motivates all team members and is an idea worth implementing as a game. For this, we played several existing hyper-casual games and noted their strong and weak points in an excel file. To gain exposure, we were also instructed to watch a playlist created by Mindstorm Studios for their Summer Program 2022. It included videos on different topics, such as Game Design, Game P and Game Art. We made notes from this playlist and got information about how work is carried out in the game industry.

On 26 September, we met Faizan. We finalized the idea of a vehicle endless runner game. Mindstorm Studios representative Mr Faizan also explained to us the effects of different kinds of controls on the game experience and the audience size. The importance of the game narrative being clear to the user was also highlighted. At the end, we were each instructed to install 10 popular mobile apps – 5 that had the racing element, and 5 that had the cruising or avoiding traffic element. We would now be expected to keep researching into this game genre to get more ideas.

On 12 October, we met with both Faizan and Hussain of Mindstorm Studios. Game ideas, marketability etc were discussed with Faizan. He also advised us on our future game design pathway and encouraged the team to be ambitious and try as many things as possible, including sorting out various points of different ideas – e.g. the gestures, profile and on-bike movements of the rider. Hussain gave us advice on how to implement the game’s features such as infinite path generation. We were also given game design objectives to complete before the next meeting, which included a simple bike moving straight and sideways, an infinitely-generating path and a camera that always followed the bike. We went beyond objectives and tried to implement tyre rotation and bike tilt when moving sideways, but failed.

On 31 October, we met Hussain and reported our progress in implementation. We were advised to organize our scripts, assets and other files into folders depending on what function they served. Hussain also suggested fixes to our current code to either make it cleaner and more efficient or to fix the bugs that we were facing. At the end, we were all instructed to get Github running, start working on SRS and SDS documents, take guidance from provided starter kit’s scripts about implementation and to add some obstacles.

On 29 November, we met Hussain and reported our progress in implementation. He suggested several features in our game for us to implement such as having different camera modes, having a bike health system and tips to make the bike’s collisions with side-rails look more realistic. We were instructed to implement a UI in the next few days and get the game to be tested on mobile too. The UI would include a start screen, a pause screen and end screen. For the game to be tested on mobile, we would have to implement pressable buttons on screen for left-right movement and bike acceleration. We went beyond objectives and added a few game sounds as well such as the background music and the bike engine’s sounds. We also implemented a bike health system to allow a maximum of three collisions before the game ended. We were also instructed to write SRS and SDS documents for the game.