Game Dev Project 2 – Team 1 List of Contributions

*The Book of Quakes*

Dan Hawkins, Marshall Hendrick, Ryan Knight, Tate Larsen, Alan Lummis

**Dan Hawkins**

I worked on a lot of different features in the game. My main focus was level design, building design, developing the point system and overall gameplay design. I created the different types of buildings and their attributes, like their health, special abilities, Karma Points etc. I created all the levels, and determined the Karma Quotas for all the different levels as well, with help from the feedback f the rest of the team. I did all the sound design, mostly by getting free sounds online, and then creating new sounds by combining them and changing lengths and pitches to get the proper sounds. I created the tutorial and game intro along with the story of the game, and tried to get the game to have a certain theme based on the small amount of info you receive in those few slides. I worked a lot on trying the get the “Find” term implemented as best as possible in the context of the game, and came up with the “Karma Bonus” gameplay element. I also did some other random help with things like finding some of the polygons for the building shrapnel.

**Marshall Hendrick**

I created much of the art for the game, particularly the buildings and their debris, the background, as well as some of the smaller assets like the karma pickup and the game icon. I kept the art style and colors fairly light-hearted and simple overall. I gave the enemy buildings a more oppressive, unfriendly feel with grey-and-red color palettes while friendly buildings had a more welcoming green and brown palette.

**Ryan Knight**

I assisted Marshall with much of the secondary (non-building/fragment art). Most of the buttons, menus, and icons were my work, as well as the explosion animation. Early on, I created initial menu layouts and other interface elements, tweaking them along the way as the game became more complete. I found the special fonts we used for the game as well, using the “Earthquake” font for menu titles and larger text and the “cityburn” font for most other text.

**Tate Larsen**

Primarily I wrote the building and shard code, on most everything else Alan and I essentially pair programmed.

**Alan Lummis**

I coded the base game engine. I worked with Tate evenly for most of the other code.

Dan Hawkins: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Marshall Hendrick: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Ryan Knight: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Tate Larsen: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Alan Lummis: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Game Design Writeup

Our game, *The Book of Quakes* is a game about collecting karma, and collapsing entire cities. You play as a hipster anti-establishment bro, who wants to bring down the corporate world, and gets the chance to do so by stumbling upon a very special book in a used book store. The book contains a spell that allows you to create earthquakes on demand. You head to the city and use this spell to take down buildings where the corporations plot their evil plans of greed and oppression. You want to collapse buildings like corporate headquarters, office buildings and factories, but you don’t want to destroy the homes and apartment buildings of your fellow peace loving man! In order to beat levels and progress in the game you must find and acquire enough “Karma” in every level. You gain Karma by destroying enemy building, and lose Karma by destroying friendly buildings. Every time you make an earthquake it costs Karma as well, so you need to use your resources wisely. In every level hidden in a building is a “Karmic Bonus” a massive boost to your Karmic Points. This Karmic Bonus marks a building where real devious plans of the corporations were being made, and is an important item to collect in order to beat the level. Every level has a “Karma Quota” that needs to be met, and once you collect enough Karma you beat the level, beat all eight levels and you beat the game.

The two words our group had were “Collapse” and “Find” we think we implemented both of those words into our game, making them the primary actions. You are constantly collapsing buildings by creating the earthquakes, and then in order to beat the level you need to find the “Karma Bonus” that is hidden in one of the enemy buildings.

**Aesthetics**: The Aesthetics of our game are deliberately cartoony and less serious looking than most games. We have a silly premise, that you are a hipster exacting his revenge on the corporate world. We didn’t want the game to be taken with a serious tone, because when you take a step back and look our game has you taking down buildings and possibly killing innocent civilians in the process. So… we decided to make sure that the buildings and overall game had a non-realistic look to it to distract from the undertones of violent actions, and make it seem more silly and non-violent. The colors are not too vibrant, but the important information like the state of a building (good or bad) are brighter and stand out, in order to attract your attention and easily relay that information. The bad buildings are hinted with red, the good buildings are hinted with green, in order for the player to easily identify their faction. The neutral buildings are mostly neutral colors, and don’t have a side tinting. The Karma Bonus is bright and vivid in order to gain all your attention and seem really special and important. The font in the game is supposed to mimic the theme of earthquakes and destruction by looking cracked and jagged like a fault line in an earthquake. We tried to make the fonts large enough to be readable, but small enough to not protrude too much into gameplay. The level select screen is supposed to represent the book you find the spell in, and from there you select levels. This little touch adds some continuity between the game and the menu system, and in a small way flushes out the story. The tutorial and introduction to the story uses a different more easily readable font, since these screens are wordy and require more reading. These are designed using example graphics in order to orientate the player with the game and its functions, and how everything works.