Project Meeting #2

By Akshat Soni and Ananthakrishnan PT

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1. Acting Like a Designer: Briefly describe how you have been doing the Iterative Process of your Design.

Brainstorming Sessions: We conducted several meeting to decide for our map layout
We have been searching for resources apt for the project to develop the atmosphere and environment needed. We have first thought of doing a 2 story mansion for game, but we wrapped up with just a single storied, multiple rooms. We have found the major resources from GitHub. We have been working on the scripts on the main character and his interactions with the puzzles , as of now we are reducing the number of puzzles as we are short of time and not happy with what we have come up with.We have used sketches to come up with ideas for scenes and puzzles.

2.Design Goals: Describe what your final design goals are.

Our final design goal is to come up with a spooky atmosphere, a solid character with appropriate actions possible(walking,sprinting), for smooth gameplay mechanics, We have to come up with puzzles which are actually really intellectually challenging to the player.We are planning to incorporate high quality visuals as of now planning to have an grainy aesthetics, something similar to a VHS tape, and make the sounds loud and dominating to give out the horror feel.

3.Paper Prototyping plan: What kind of prototyping have you been using?

We have used paper prototyping to come up with the maze like structure that web have planned as our map, as it's a house we have used paper prototyping to come up with the compartments or rooms

and where it should be using paper prototyping, We have used paper prototyping to come up with puzzles, to make it more intriguing too.

Game Testing Plan:

1. Alpha Testing: We did initial testing from the readymade scene composed of open-source assets. This provided us with valuable insight into the assets, packages, textures, and script behaviors. Our next step involved testing each asset individually within our environment to assess their creativity and usefulness. During the middle of our game creation process we focused on testing camera angles and rendering. This allowed us to identify and fix major bugs and gameplay issues.
2. Feedback collection: We also gathered feedback from friends and family regarding our game's textures and overall design. Their suggestions, such as increasing puzzle difficulty and adding more assets to make the home environment more realistic, were crucial for our testing phase.
3. Iterative Refinements: Often, we found ourselves stressed by focusing too much on creating custom models for household items. Utilising readymade assets from the store and instead unable us to expedite the testing process and improve our games development efficiency.

Auto Evaluation Questions:

Questions at this stage:
1. Are the puzzles challenging yet fair, and do they really integrate well into our narrative?
2. Will the player while playing feel immersed or not? Or is it yet another crappy game?
3. Are there any parts or puzzles or story that will make the player feel bored or frustrated?
4. Is the storyline engaging or do we need to enhance it to make it adapt to today's generation games?
5. How can we further enhance the visuals and audio element to enrich the overall atmosphere of our game?

Remaining Steps for game Completion:

1. Finalising Puzzles, assets and models: Ensure that all our puzzles are fully functional and align with the story mode. Adding/ deleting objects into the game.
2. Polishing visuals and Audios: Enhancing the graphics by rendering objects and sound design to create a more immersive experience.
3. Bug Fixing: Possibly checking the game through all POVs to ensure there are no bugs and glitches left which results in failure of our game launch.
4. FInal Playtesting: Conducting comprehensive playtesting to ensure the game is ready to release.