

DEVELOPMENT DIARY 8

Professional Practice CMP4271

11th of December 2020

Character and story creation



8.1 Premise

The group had a choice of two tasks, the team unanimously decided to go for option B which was to create an introductory level to a boardgame in a historically based on a digital roleplaying game and with this information the team decided to base it of the Assassins Creed Black Flag.

8.2 Rules

Each player will take a turn to roll a 20-sided die to determine who goes first then the game commences with the player who rolled highest and each player rolls in the descending order of which they rolled.

To attack an opponent each player involved will have to roll a 20 sided die in order to the strength of their attack the player with the highest attack will win and the enemy would be destroyed depending on their character statistics.

8.3 Software

Google Slides – this was used by the group to create the presentation; these were typed up in a digital format by the team and presented to an audience.

Microsoft Teams – this was so the team could generate character statistics and skills through a character sheet, the same approach and style was also used for the weapons available to the players this is so that they could then be used for multiple character and weapon types.

Discord – this was used as a communication tool, so the team members were able to work together effectively on the task that they decided to undertake.

8.4 How it was used

The character sheets were used to produce a multitude of information in one easy to read format and as it ones done in a digital document this meant that the information could be easily edited depending on the strength of the character that they wished to create.

The same process was use for creating weapons so that multiple objects could be worked on consecutively meaning that more game ready ideas were able to be implemented quicker.

8.5 Teamwork experience

Whilst working with Steven Smith, Alex Zarnescu and Zakaria Ahmed, it was easy to communicate our ideas as a team. However, for this project it was helpful to all team members who could help draw up ideas for the creation of the character and weapons. Giving each member a vital role in not only backstory creation but influencing the design process by coming up with different elemental and status effects for different weapons and weapon types.

8.6 Reflection

I have learnt that having a team of people on multiple asset documentation creation meant that we could implement multiple items in a quicker amount of time that it would have taken to create the assets separately and try to come up with character sheets, statistics and types.

I also found that working with the roleplaying game genre such as Dungeons and Dragons an idea of character sheets could look and be was easily envisioned, meaning that after the rough drafts were done we could start on the final pieces in a timely manner.