# Assignment 2.1 - Production Workflow Report (Group Component)

## Cover Sheet

Godot Gamers

- 103892145 – Blair Rod

- (ID) Name

- (ID) Name

Class Time: Friday 1730

Tutor Name: [Quoc Tien Pham](https://swinburne.instructure.com/courses/57611/users/20708)

**# Section 1: Group Skill/Task Selection**

List each team member and their selected skills they intend to explore for this project.

Blair Rod

1. PR01: UI Programming. Set up a basic canvas, and hook into the button click events (with the mouse, but you’re welcome to explore keyboard or gamepad events too).

2. PR02: Object manipulation. React to user inputs (such as mouse click or keyboard/gamepad) to do each of the following, with different events for:: A) Hide/show a game object. B) Create/instantiate a game object. C) Delete/destroy a game object.

3. PR03: Scene and settings: React to user inputs (such as mouse click or keyboard/gamepad) to do each of the following, with different events for: A) Switch screens/levels/scenes/worlds (and switch back). B) Exit the game, C) Change game settings such as volume, resolution/window size, full screen/windowed

4. PR07: Timers and delays: Make an object delete itself after a few seconds after being created. Implement this in two ways: one with coroutines/threads/timers provided by the engine. The other way with a float variable that counts down based on time passing.

5. PR10: Game mechanics: You can discuss a mechanic with your tutor and come up with your own! Objects deleting when they have zero health, increasing a global score variable when certain conditions are met, etc…

6. DT03: Build/export the game, so that it’s able to run without the need for the game engine to run. Export and test for at least two different platforms that you can get access to yourself (eg. PC, Linux, Mac, Web, Android, iOS, etc..)

7. VA01: Import 2D and 3D assets from an external program into a game engine, the asset must show in a level and be visible in the ‘game world’. 2D Image must show transparency. 3D Asset must be unwrapped, textured, and show transparency.

8. VA05: Animate using keyframes for 2D and 3D objects \*within\* the game engine itself (not using an external program). These animations need to be able to play in the running game. (Note that not all engines support an in-editor animator, so this option may not be available to you)

9. VA08: Create a UI using UI specific objects in the game engine. Some engines have “Canvas” objects or “UI” objects. Create a game user interface using these UI specific objects.

10. AU01: Import sound files into the engine. Figure out a way to trigger one-shot sounds and have looping sounds. You will also need to figure out how to trigger the sounds when the user interacts in the game with either a keypress or mouse click.

(Team Member 2)

1. XX##: ((copy/paste the whole description + item code on the left from the skills/task list template))

2. (skipped) – XX##: ((copy/paste the whole description + item code on the left from the skills/task list template))

3. ...

4. ...

5. ...

6. …

7. … (yes you can add,or change skills as you go, but make notes if you skipped or stopped a skill attempt)

(Team Member 3)

etc...

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**# Section 2: Tool Selection Questions**

- Q: Which Game Engine did your group decide to use for this task? Why? Also mention if you considered other engines and why.

> A: Godot

- Q: Which Version Control System did you decide to use for this task? Why? Any considerations for other VCSs?

> A: Git/GitHub and OneDrive

- Q: Who contributed to the process of setting up the initial repository? Have they worked with any VCSs before?

> A: Blair Rod

- Q: How was the process of setting up the 'ignore' configuration in your chosen VCS? Easy/hard? Makes sense? Still confusing?

> A: Set up the of the git .ignore file was done later in the project, after some reading into git as a game dev VCS tool it is not ideal for assets, so I opted for using OneDrive to hold the repository but having .ignore ignore all of the assets and OneDrive would be the collaborative storage for the assets.

- Q: In terms of scheduling, do you have any plans about when people will work together? Or will you be mostly working in your own schedules? Or just going free form?

> A: Mostly working on our own schedule.