

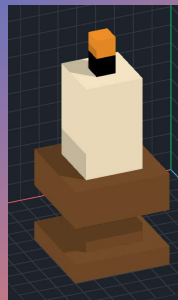


It's Feedin' Time!

P2681678 – Ian Corkill



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Design

- Voxel / pixelated – wider audience and public familiar with both art styles
- Simple turret style shooting game, which increases in difficulty
- Replayability – final level is an endless wave shooter, with randomly spawned enemies
- Simple input system

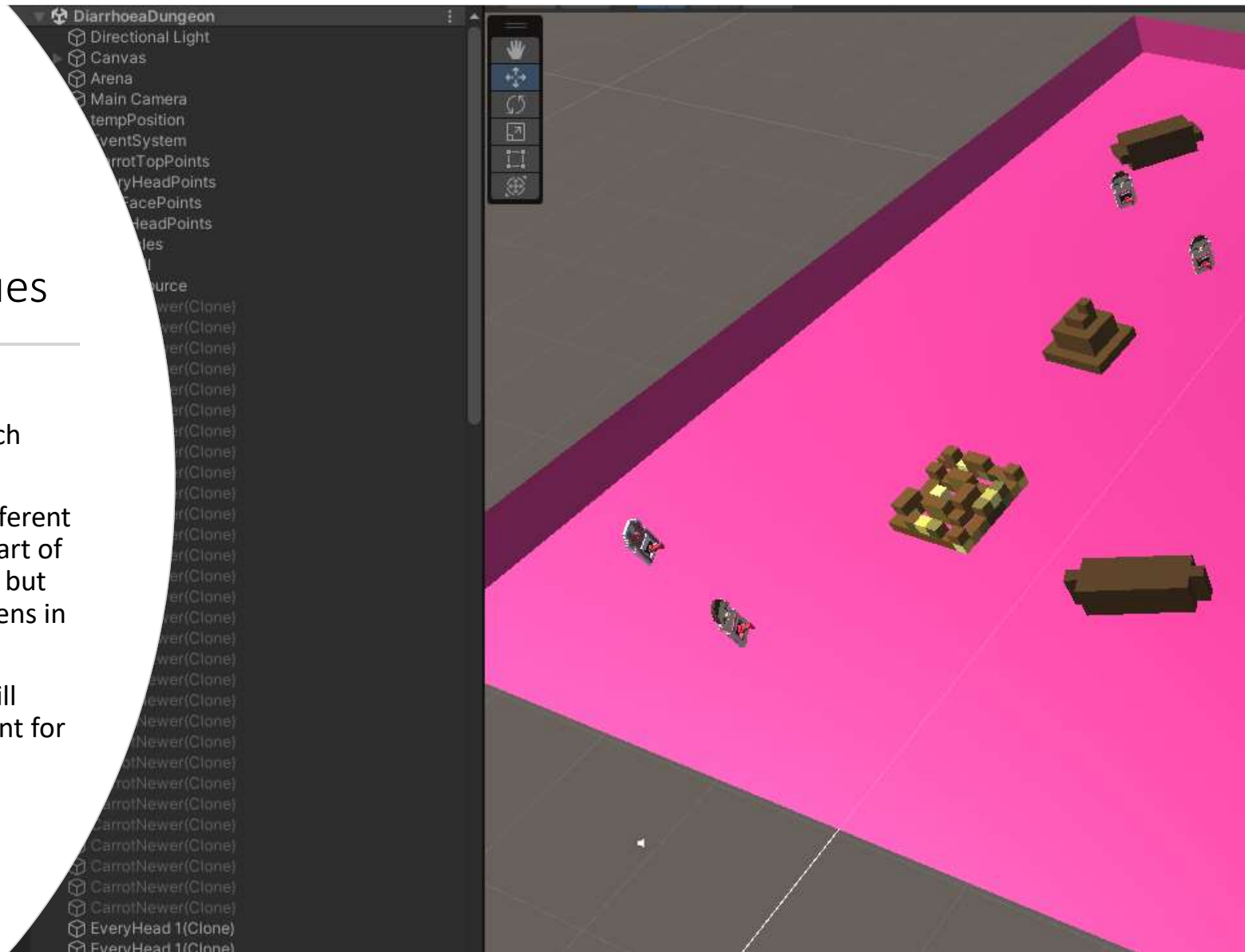
Advanced Techniques

- Multiple levels and level design – Different styles of levels which are in all way food related, be it where you get the food from, where it's served or where it can end up. Levels are not necessarily "nice" places
- Levels are simple arenas, obstacles to account for Nav Mesh Agents and blockers for projectiles
- User inputs – simple touch only functionality for the screen itself and for buttons. Not all images on the screen are buttons
- Interface design – Inputs either have text or recognisable symbols
- Layout kept to as little as possible to not impact gameplay



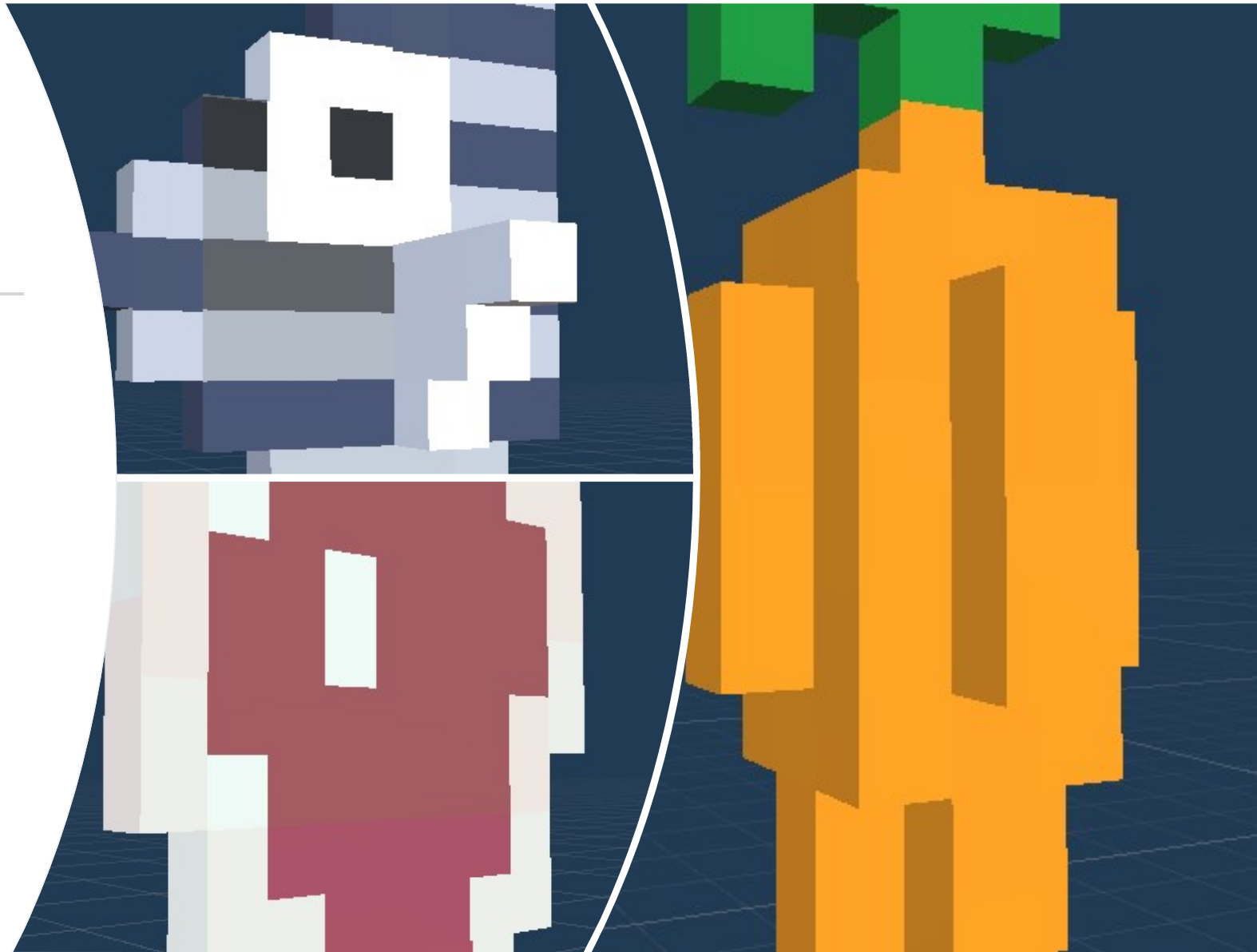
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- For final level, object pool will randomly select a spawn point for the enemies



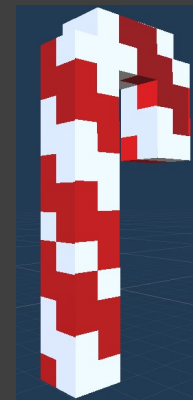
Advanced Techniques

- Projectiles – Three different projectiles used, but all work the same
- Different buttons used to turn on and off projectile spawners
- Shoot function with a tap of the screen
- Object pooling used, so that it is not instantiating new ammo each time
- Rapid firing rather than one at a time, heads have more than one health



Optimisation and Appropriateness for Mobile

- Layer interaction
- Asset compression (Mesh and Textures)
- Getting components in Start() rather than Update()
- Shadows kept to a minimum or turned off
- Small icons kept to the sides of the screen
- Simple input with touch
- Text kept to a minimum during gameplay
- Bright colour scheme
- Replayability





Any Questions?

Reference List

- FontSpace. (2006-2023) Free Fonts for Commercial Use (Font – 04B08-Zv B) [online] Available at: [Free Fonts for Commercial Use - Royalty Free | FontSpace](#) (Accessed on: 08/01/2023).
- Hasshu, S. (2023) Lab sheets and additional content available on DMU Blackboard. [online] Available at: [Lecture & Labs – IMAT2911 2223 501 Mobile Games II \(dmu.ac.uk\)](#) (Accessed on: 10/10/2022 – 08/01/2023).

Appendix

- Death1, Death2, Death3 and Death 4 used in Unity. (made by Ian Corkill using Voice Recorder)
- Main Menu Music Mobile. (created in music creation tool BeepBox by Ian Corkill) [BeepBox](#)
- Arrow, CandyLand, Carrot, DiarrhoeaDungeon, DinnerTable, Fish, Meat, MouthImage, Pause, ShootImage, UnderTheSea. (created via pixel art image editor Pixelorama by Ian Corkill) [Pixelorama by Orama Interactive \(itch.io\)](#)

Appendix

- TitleText, CandyCane, CandyCorn, Gem, Peppermint, Carrot, Cumberland, Regular, Spiralpoop, Candle, Fork, Knife, Fish, CarrotTop, FishFace, MeatHead, EveryHead, Meat, Clam, Cucumber, Seaweed.
(created via the Voxel art tool VoxEdit (The Sandbox) by Ian Corkill)
[The Sandbox - VoxEdit](#)