MULTIMEDIA UNIVERSITY®

Bridging Boundaries, Connecting Minds

FACULTY OF COMPUTING AND INFORMATICS

TGD2251 Game Physics

Trimester 2, 2019/20

PROJECT #2
Report

Lecture Section: TC01
Tutorial Section: TT01

For:

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From:

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1.0 Introduction

Kubel and Platz is an isometric puzzle game. You as Kubel, must guide your companion Platz around to open doors and push blocks around to clear the level. It's a 3D single player game developed using Unreal Engine. The main objective is to find ways to clear the level using their wits and understanding of their environment.

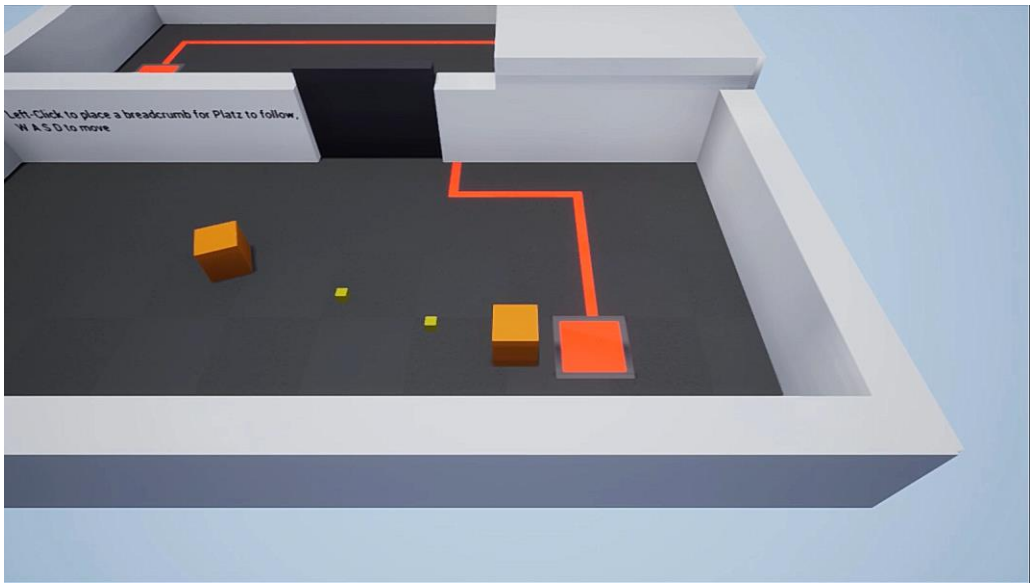
2.0 Game Analysis

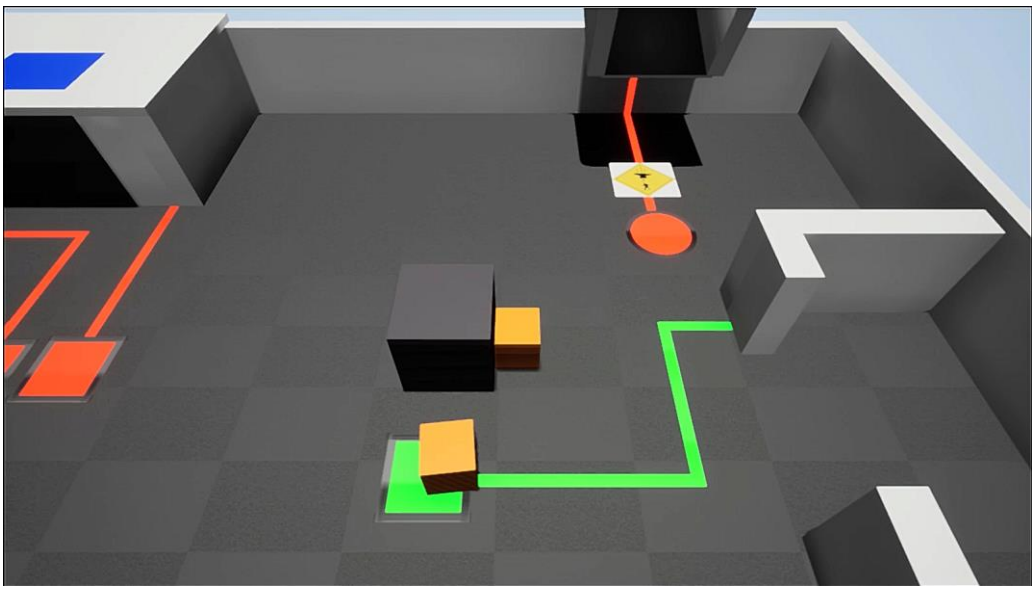
Game Description	
Genre	Casual Game
Game Elements	Puzzle, Navigation
Theme	*Problem Solving*
Style	Cubic, Boxy
Player	Single Player
Game References	
Player Immersion	Auditory, Visual
Reference	Portal
Game Technical	
Technical Form	Isometric 3D
Platform	Windows

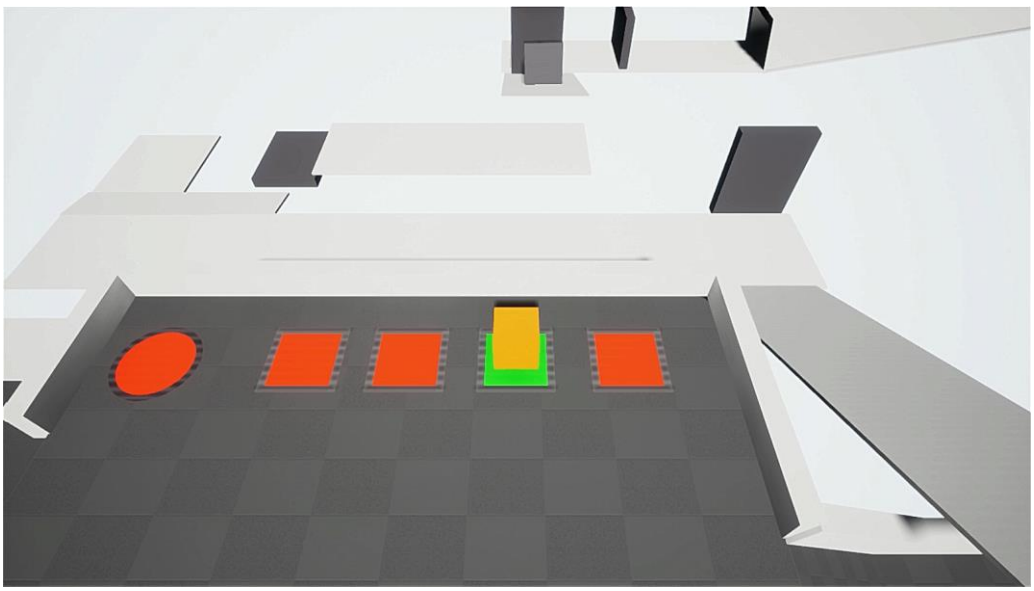
3.0 Game Play

As the player runs the Unreal Project, the player will start at Level 01 and will have to clear the game to finish the levels designed. Players can move around by using WASD and by clicking on left-click will place a breadcrumb for the companion to follow.

4.0 Screenshots







5.0 Links

Project: https://github.com/BuddyLim/Kubel-Platz

6.0 Acknowledgment

This game is fully done on my own efforts with the help of the resources provided in YouTube and some of the tutorials and documentation available online. The resources used for this project have been cited or attached to a link to the source in the reference section.

7.0 References

[1] Unreal Documentation - https://docs.unrealengine.com/en-US/index.html

8.0 Project Mark Sheet

Project Mark Sheet

TGD 2251 Game Physics

TRIMESTER 2 2019/2020

To be filled by Examiner. This is for our reference only.

	Max	Actual Marks
1. Written Report (20%)		
a. First Impression (bad = 0, okay = 1, good = 2)	2	
b. Introduction / Problem Statement	2	
c. User Guide / Instructions	5	
d. Documentation of Software	7	
e. Screen Shots (Pictures with Descriptions)	4	
2. Source Code (30%)		
a. Code Efficiency and Strategy	7	
b. Modularity (small functions)	7	
c. Error Reporting Capabilities	6	
d. Style – Self Documenting	4	
e. Style – Code Formatting, Indentation etc.	6	
3. Program Execution (50%)		
(If the program cannot run-even if it can compile, 0 mark will be given for this section)		
a. General Impression (Appearance and Beauty)	5	
b. Fun to Play	6	
c. Good Game Objectives / Goals.	6	
d. Good Game Balance (Challenging Enough but Not Too Hard to Play)	6	
e. Good Scoring System	5	
f. Good Game Mechanics	6	
g. Good Use of Physics	6	
h. Reasonable Quality of Game Asset (art Works, Graphics, Sounds etc.)	5	
i. Error-free During Runtime (has error = 0, no error = 3)	5	
TOTAL	100	

% Bonus for Individual Submission	X 1.05	
GRAND TOTAL	110	