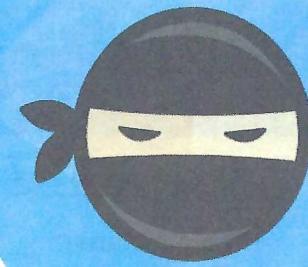


NINJA PLANNING DOCUMENT

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Ninja: L.J. LeGros
Project Name: Codey Kart



Planning Phase - Brainstorming

What type of project do you want to create?

I want to make a racing game.

What is the theme of your project?

The theme of my project is racing through the desert.

What is the goal of your project?

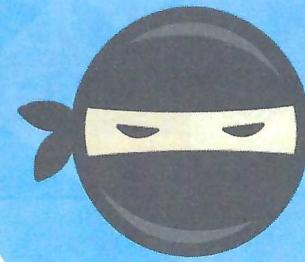
The goal of the project is to get to the end of the track.

NINJA PLANNING DOCUMENT

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Ninja: LJ Legros

Project Name: Codey Kart



Planning Phase - Brainstorming

What will you use for inspiration for your project? What other projects, games, movies, books, TV shows, or music are you using for inspiration?

I used Mario Kart and Sonic R as inspiration.

What obstacles, conflicts, or challenges will be presented to the user in your project?

You have to make it to the end of the track while dodging cones or time running out.

How will the user complete the project?

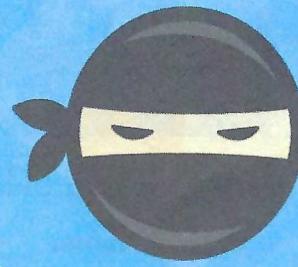
The user will complete the project by making a loop around the track.

NINJA PLANNING DOCUMENT

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Ninja: _____

Project Name: _____



Planning Phase - Storyboarding

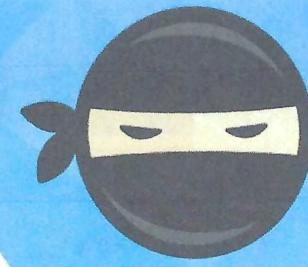
Use the space below to plan out the basic flow of your project. Draw or describe your characters, the setting, and any important items or story information.



NINJA PLANNING DOCUMENT

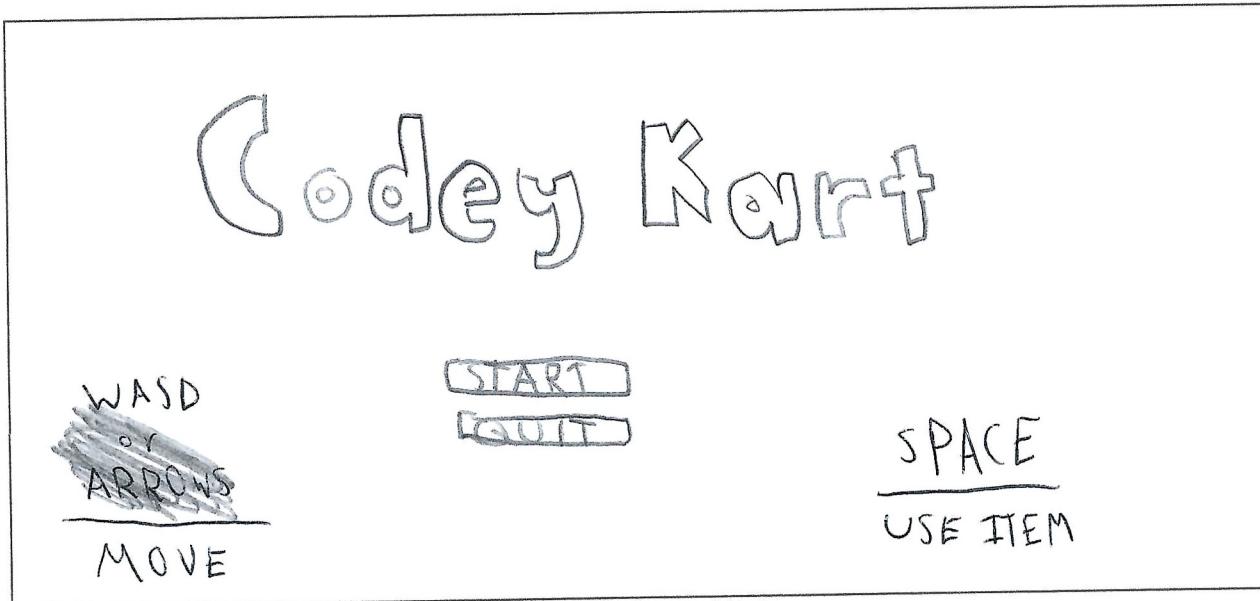
BLACK BELT

Ninja: L.J. LeGros
Project Name: CodeyKart

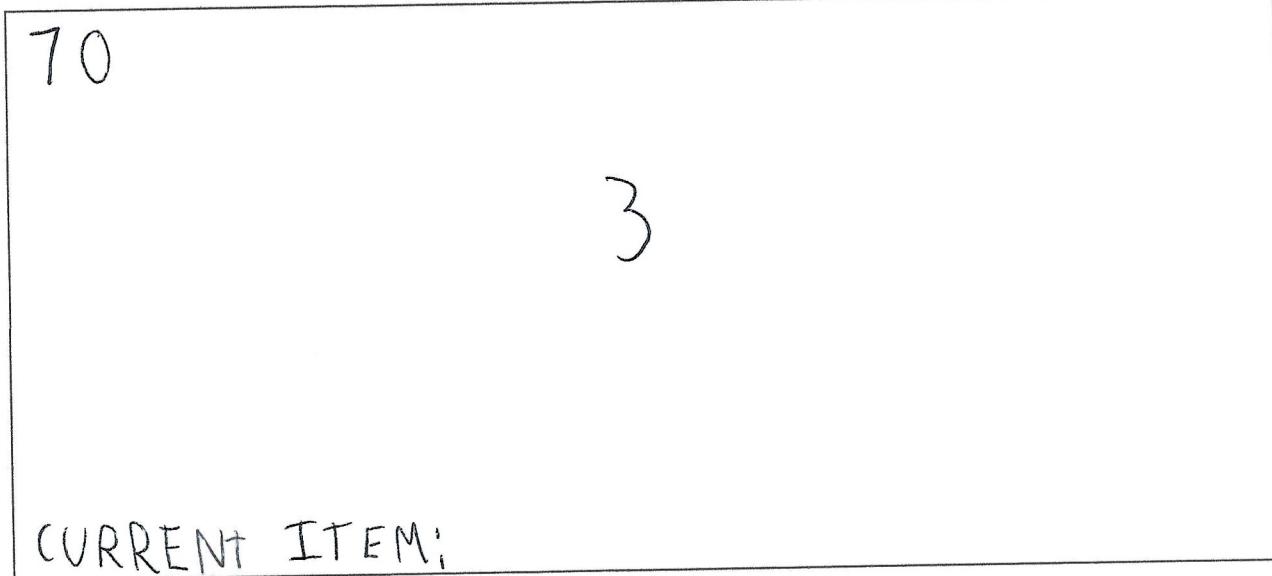


Planning Phase - Controls & User Interface

Use the space below to sketch out your project's starting screen. This should include your project's draft title and goal, as well as a breakdown of the controls.



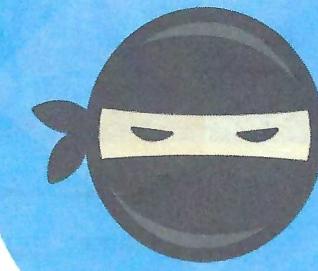
Sketch out a basic user interface for your project. This should contain the information your player needs to navigate your project or play your game (such as lives, health, score, or a map).



NINJA PLANNING DOCUMENT

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Ninja: L.J. Le Gras
Project Name: Cadey Kart



Prototyping Phase – Game Mechanics #1

Use the space below to describe one game mechanic. What kind of game object(s) will you use? What will you name your script?

I can have buttons on the title screen
that start and quit the game.

Circle the Unity and C# concepts you will use to implement this mechanic.

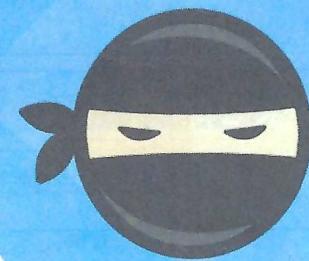
Awake	Instantiate	Sound
Boolean	Int	Start
Camera	Invoke	Switch
Colliders	List	Tag
Conditional	Loop	Texture
Destroy	Particles	Time
Fixed Update	Physics	Translate
Float	Prefab	Update
Function	Raycast	
Input	Scene	

NINJA PLANNING DOCUMENT

BLACK BELT

Ninja: LJ Gross

Project Name: Codey Kart



Prototyping Phase - Game Mechanics #1

Using your description and selected concepts, write pseudocode for your game mechanic.

if start button is pressed,
open the racing scene.

if quit button is pressed,
quit the game.

Use your pseudocode to help you create your game mechanic in Unity.

NINJA PLANNING DOCUMENT

BLACK BELT

Ninja: L.J. Legros
Project Name: Eddy Kart



Prototyping Phase – Game Mechanics #2

Use the space below to describe a second game mechanic. What kind of game object(s) will you use? What will you name your script?

I will add a timer that reloads the scene when it hits 0.

Circle the Unity and C# concepts you will use to implement your game mechanic.

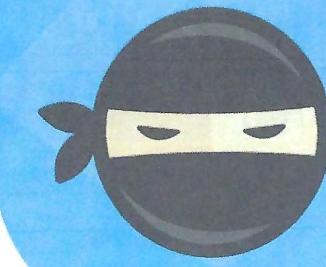
Awake	Instantiate	Sound
Boolean	Int	Start
Camera	Invoke	Switch
Colliders	List	Tag
Conditional	Loop	Texture
Destroy	Particles	Time
Fixed Update	Physics	Translate
Float	Prefab	Update
Function	Raycast	
Input	Scene	

NINJA PLANNING DOCUMENT

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Ninja: _____

Project Name: _____



Prototyping Phase - Game Mechanics #2

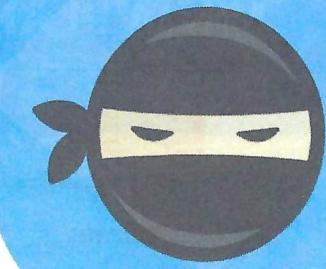
Using your description and selected concepts, write pseudocode for your game mechanic.

if time is 0, reload the scene

Use your pseudocode to help you create your game mechanic in Unity.

NINJA PLANNING DOCUMENT

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Ninja: _____

Project Name: _____



Prototyping Phase: Playtesting

Q1: What did you like about my project prototype?

Sensei	_____
Ninja	_____
Other	_____

Q2: What could be improved in my project prototype?

Sensei	_____
Ninja	_____
Other	_____

Create two more questions for your playtesters.

Q3: _____

Sensei	_____
Ninja	_____
Other	_____

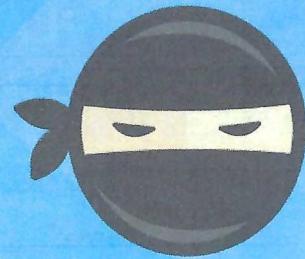
Q4: _____

Sensei	_____
Ninja	_____
Other	_____

NINJA PLANNING DOCUMENT

BLACK BELT

Ninja: L.J. LeGros
Project Name: Codey Kart



Alpha Phase - Assets and Design

What are at least three assets that you want to use in your project?

I want to use a cactus, a palm tree, and a cone asset in my project.

Look for these assets in the Unity Asset Store. What assets did you find? How might you use them in your project?

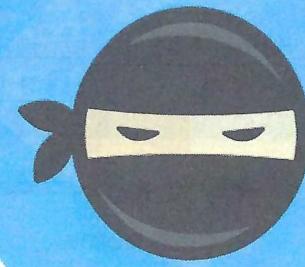
I found all three assets. I used the palm tree and cactus as decorations, and the cones as obstacles.

How will you modify the assets to fit your project's theme?

There was no need to modify the assets.

NINJA PLANNING DOCUMENT

BLACK BELT



Ninja: LJ Le Gros

Project Name: Codey Kart



Beta Phase - Playtesting

Q1: What did you like about my project?

Nicholas	Sensei	<u>It Works</u>
Jack	Ninja	<u>interesting, good gameplay</u>
Alex	Other	<u>It's challenging.</u>

He put it under the wrong one

Q2: What could be improved in my project?

Nicholas	Sensei	<u>make it make less rage</u>
Jack	Ninja	<u>more maps and more items</u>
Alex	Other	<u>music</u>

Create two more questions for your playtesters.

Q3: IS THE UI INTUITIVE?

Nicholas	Sensei	<u>Yes</u>
Jack	Ninja	<u>9/10</u>
Alex	Other	<u>Yes</u>

Q4: ARE THE CONTROLS INTUITIVE?

Nicholas	Sensei	<u>Yes</u>
Jack	Ninja	<u>No I need my arrow keys</u>
Alex	Other	<u>Yes</u>

NINJA PLANNING DOCUMENT

BLACK BELT



Ninja: _____

Project Name: _____



Alpha Phase - Playtesting

Q1: What did you like about my project?

Sensei	
Ninja	
Other	

Q2: What could be improved in my project?

Sensei	
Ninja	
Other	

Create two more questions for your playtesters.

Q3: _____

Sensei	
Ninja	
Other	

Q4: _____

Sensei	
Ninja	
Other	