

Dev Djankhi

1. introduce yourself? Hi am Leyton from California
2. how long have you been on Code.org? 3 years
3. What are your 3 favorite things about being on Code.org?
  - 1) having to read the new Franklin Globe every day
  - 2) hanging out with new people
  - 3) Building your own game
4. Since you are visitor, what kind of game did you create? ~ 2D Top down Shooter  
with ugly looking block images
5. Explain your plan to build your visitors go setting? find block image
6. What are you most excited about? Making the 2D game
7. What do you think will be the hardest part? Finishing block images and there placement

# NINJA PLANNING DOCUMENT

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Ninja: Leighton DePant

Project Name: \_\_\_\_\_



### Planning Phase - Brainstorming

What type of project do you want to create?

Top-down Mastermind game
Project 1

hgfdesz.github.io/repository

What is the theme of your project?

Simplistic

What is the goal of your project?

Defeat as many enemies as you can for a high score.

# NINJA PLANNING DOCUMENT

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Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### 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?

Space Invaders

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

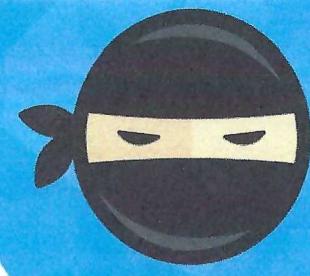
enemies

How will the user complete the project?

goes on until death.

# NINJA PLANNING DOCUMENT

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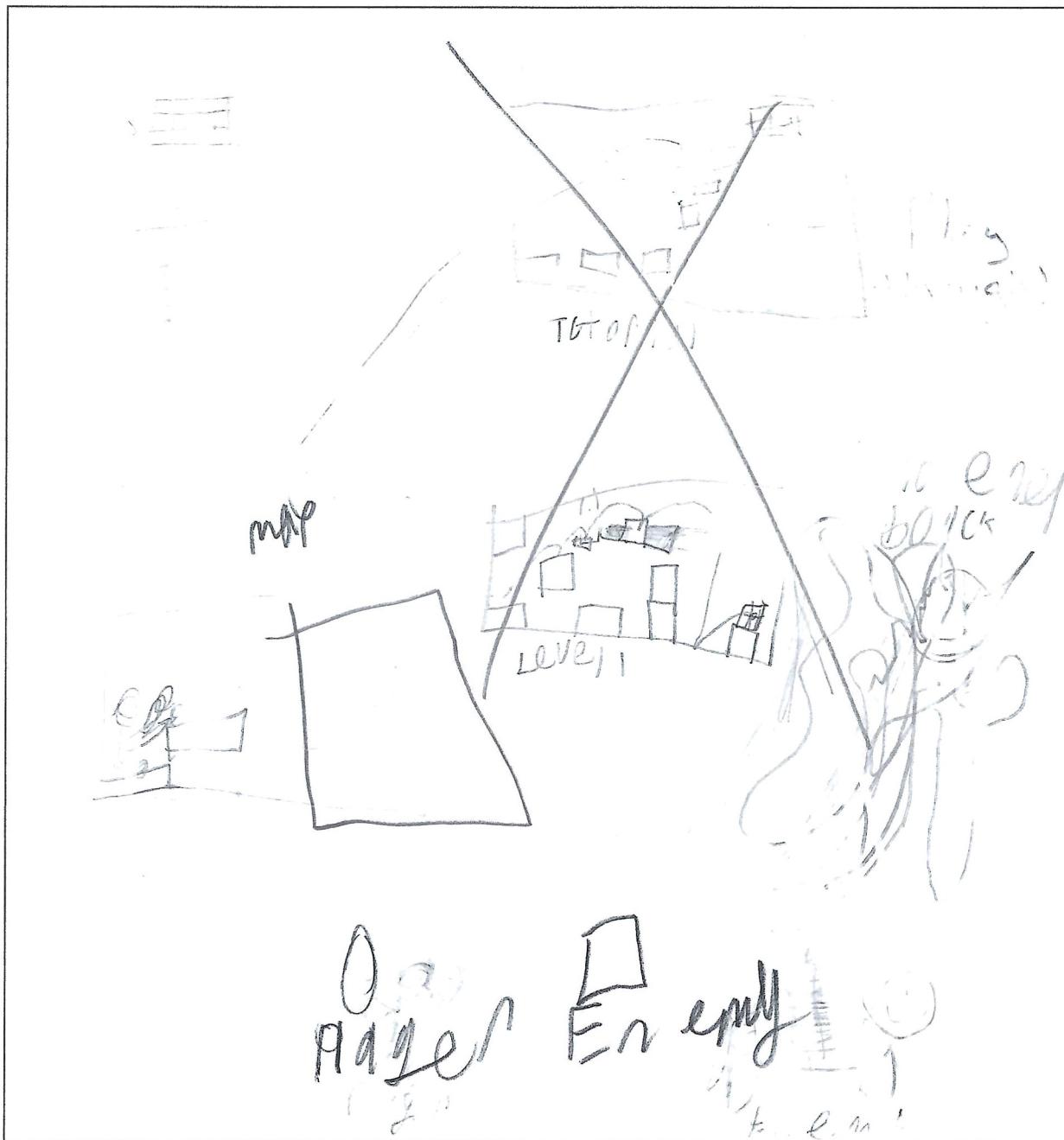
Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



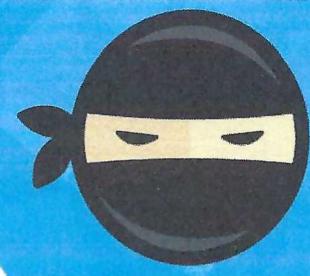
### Planning Phase - Storyboarding

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.



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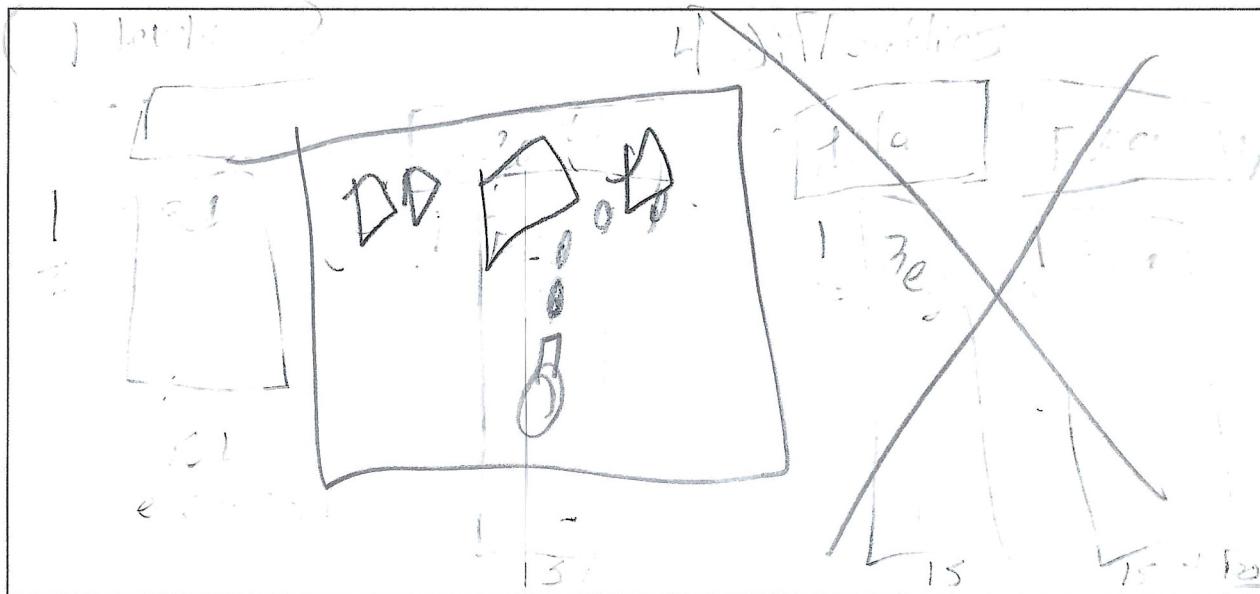
Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_

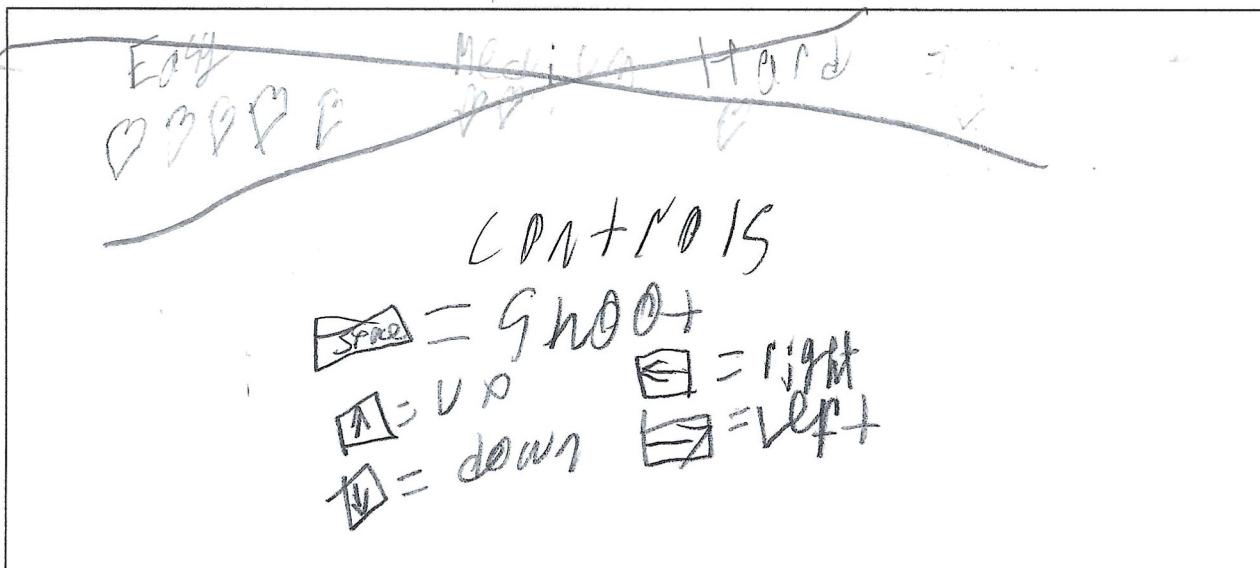


### Planning Phase - Controls & User Interface

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.

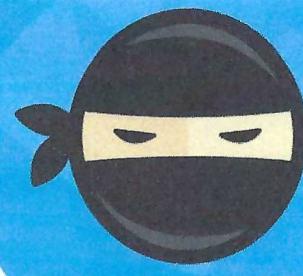


Sketch out a basic user interface for your project. This should contain the information your player needs to navigate your project or play your game (such as lives, health, score, or a map).



# NINJA PLANNING DOCUMENT

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Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### 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?

A game mechanic I would use would be a kill function. I would add a square game object + the kill function player when it's touched. I'd name the script Kill.

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

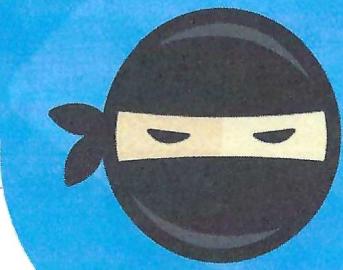
Awake  
Boolean  
Camera  
**Colliders**  
**Conditional**  
**Destroy**  
Fixed Update  
Float  
**Function**  
Input

Instantiate  
Int  
Invoke  
List  
Loop  
Particles  
Physics  
**Prefab**  
Raycast  
**Scene**

Sound  
**Start**  
Switch  
Tag  
Texture  
Time  
Translate  
**Update**

# NINJA PLANNING DOCUMENT

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Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### Prototyping Phase – Game Mechanics #1

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

If  $fight\_on\_is\_set = \text{true}$   
    Death + col (game object)  
        + 100.0f; else { }

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

# NINJA PLANNING DOCUMENT

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Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



## 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?

ANOTHER GAME MECHANIC

TO FIND OUT WHAT WILL BE SO  
MOVE, "JUMP" I AM GOING TO USE  
A RIGID BODY SCRIPT.  
I AM GOING TO USE THE SCRIPT  
PLAYER CONTROLS.

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.

INPUT, Left, Right, Up, Down, Space

Player 1

Player 2

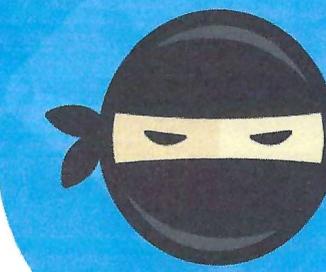
Player 3

Player 4 (the 1 goes to location)

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	I like how zoomed out it is, gives room for enemies
Ninja	The Amazing Art
Other	I can't provide feedback

Q2: What could be improved in my project prototype?

Sensei	Add kill feature before more prototyping
Ninja	Nothing
Other	What does it do for monkeys?

Create two more questions for your playtesters.

Q3: \_\_\_\_\_ *what's your favorite challenge*

Sensei	Swing
Ninja	Any
Other	I'm just an air I can't taste,

Q4: \_\_\_\_\_ *can you chop?*

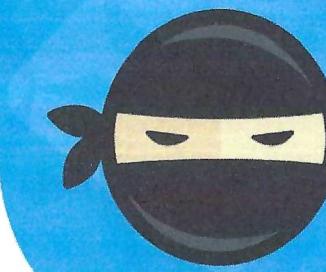
Sensei	YES
Ninja	SURE
Other	No

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Ninja: Leyton

Project Name: \_\_\_\_\_



### Alpha Phase - Assets and Design

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

Printable can  
Landscape background  
Stock images

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

I found images on Google

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

I won't

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Ninja: Leyton

Project Name: \_\_\_\_\_



### Alpha Phase - Playtesting

Q1: What did you like about my project?

Sven A.	Sensei	I love the images
John R.	Ninja	The space invader theme was unique
LJ.	Other	The stock images were funny

Q2: What could be improved in my project?

Sensei	maybe make the mouse invisible
Ninja	allowing for larger enemy projectiles
Other	adding invincibility when starting a level

Create two more questions for your playtesters.

Q3: Are there any bugs that you see?

Sensei	None
Ninja	None found
Other	None

Q4: Does it play well?

Sensei	It plays as intended
Ninja	it plays as intended
Other	it plays as intended

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Ninja: Leyton

Project Name: \_\_\_\_\_



### Alpha Phase - Playtesting

Q1: What did you like about my project?

Sensei	
Ninja	Interesting ideas. Like the difference of characters
Other	

OWEN

Q2: What could be improved in my project?

maybe  
add a feature  
to respond  
to friends  
frings char  
across screen

Sensei	
Ninja	Some variation in enemy patterns (red/green/blue, Purple, Fast/mul/middle, etc.)
Other	

Create two more questions for your playtesters.

Q3: Are there any bugs that you see?

Sensei	
Ninja	Hitboxes are kinda flaky
Other	

Q4: Does it play well?

Sensei	
Ninja	Pretty well. Repetitive too and be kinda boring
Other	maybe AI threes.