

# ***Spyral Narwhals - “SoundMaze”***

A survival game designed for the visually impaired.

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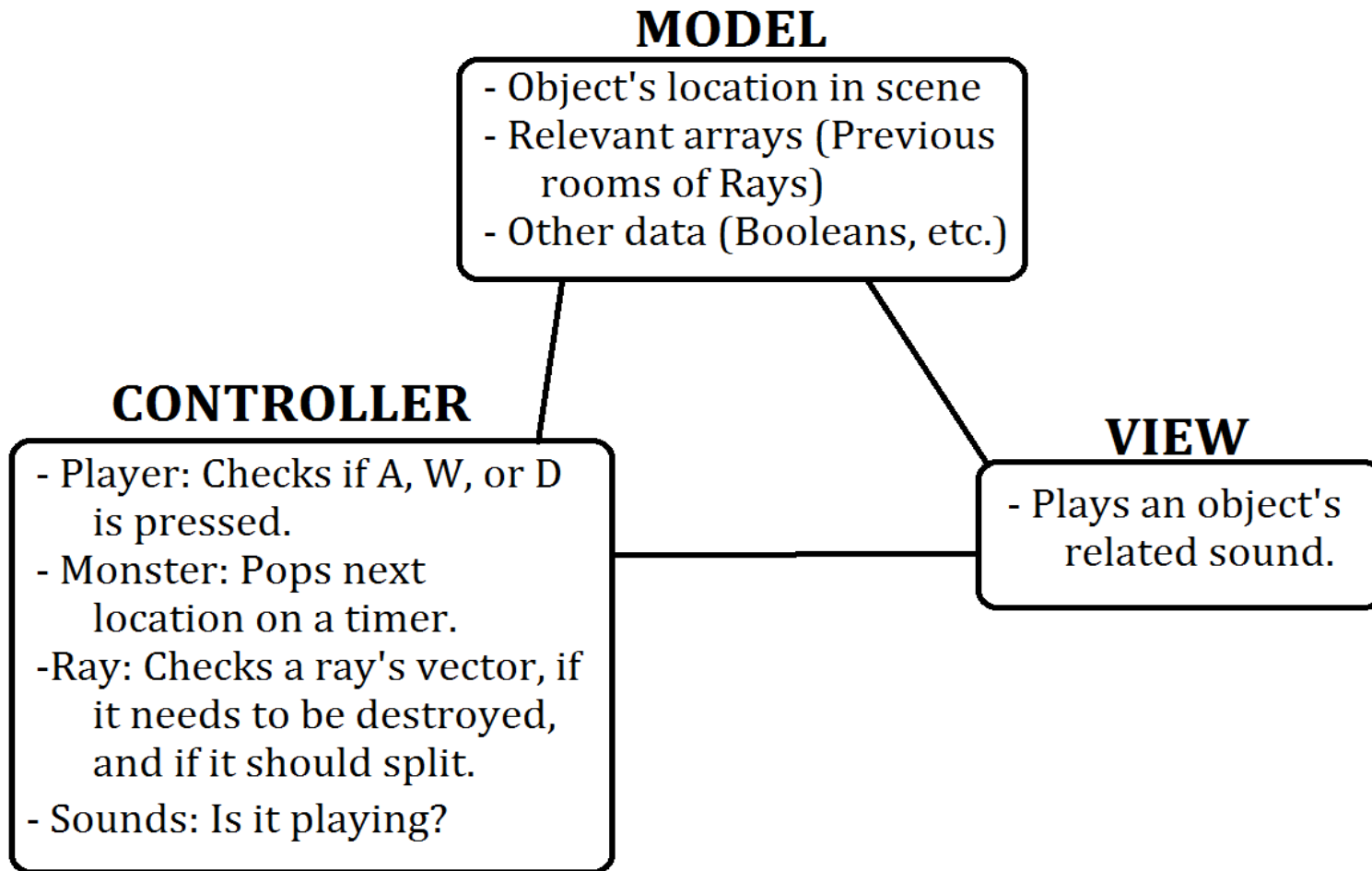
# PURPOSE

- Use only sounds to successfully guide players through levels. Make the game simple enough to be easily learned, but difficult enough to not be patronizing.

# DESIGN

- Due to how Unity functions, however, our MVC designs had to get mixed together in objects. View is pared down to only sounds played by an objectModel was the largest part of our projectController handled how it moves

# OBJECT MVC DESIGN



# VERIFICATION

- Unit testing is difficult – much of it ends up redundant in our case due to Unity's structure. The engine handles rendering and shading. As such, controls and visuals testing comes down to observation tests. What we do have thoroughly tested, however, is our raycasting system.

# VERIFICATION

- First, we have an external level that runs an integration test. This test mainly checks that player movement remains valid. Not part of the main program! Second, we run a quick unit test on our raycasting system in another level before loading the first level.

# TEAMWORK

- We needed people looking for solutions before we even reached a problem. Short on time. Design took ideas for solutions, and proved them on paper. Lead design then took the solutions to Coding and used Paired Programming (agile programming) to translate the designs into the game. Unity isn't very friendly with source control, so having one person manage the master was the easiest way.

# CONCLUSION

- The game's systems and backbone is functioning and intact. We built it to be easily extensible, meaning adding levels and content is as easy as dropping assets into a level. Did we achieve our goals? Sort of.