

Polish Documentation
3GC3 - Game Design
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By: Christopher Cagna
001161005
Cagnac

Controls:

Player 1:

Movement: w,a,s,d

Ability 1: c

Ability 2: f

Player 2:

Movement: Arrow Keys

Ability 1: KP_0

Ability 2: KP_1

Menus:

Mouse

Document:

a:What was broken before

b:What is the new design

c:Where can one experience it in the game

1)Menus

- a) The game did not have any menus. The game would launch directly into the battle without allowing the players to make any decisions
- b) The game now consists of many menus, allowing the player(s) to make custom choice
- c) These menu options are described in detail below

2)Start Screen

- a) The game did not have a staring splay screen to welcome the player
- b) It now does complete with Exit, and Start game buttons
- c) Seen immediately after launching the application

3)Mode Screen

- a) The game did not have a screen to allow the player to select different game modes
- b) The game now provides a screen to select game modes, however there remains only one game mode; One vs One
- c) Seen after the start screen

4) Player Class Select Screens

- a) The game did not allow change of Class
- b) The game now allows the players to select the Class of their choosing, either mage, or warrior
- c) Available after the Mode Screen

5)

- a) Classes were bound to single keyboard layouts
- b) The classes now change their keybinds to fit the P1 controllers or the P2 controls. This is a major feature which allows the players not need to switch controls in order to play a different character
- c) Available in the main game battle screens, and Class select screens

6)

- a) Game only supported Mage vs Warrior
- b) The game now supports all combinations of mage warrior. (Mage vs Mage, Mage vs warrior, Warrior vs warrior). This may seem small, but integrating this level of accessibility as is expected from a game like this was no small task (further details in walkthrough video)
- c) Available in game, and from the character select screens

7)

- a) Game only supported one map
- b) The game now supports two different maps complete with different platform layouts and other secrets to be discovered.
- c) Maps are selectable from the Map select screen, and playable in main game

8)

- a) No Music or Sounds
- b) The game now supports music and some limited sounds. Sounds proved to be much more difficult than I otherwise expected, and I felt it was foolish to implement them incorrectly.
- c) Music plays at all times, and some button sound effects exist.

9)

- a) No player selections are customizations are saved
- b) Player class selections, map selections, and controller selections are now carried through the entire game via a gameObject which does not destroy when the scene changes. This allowed me to create much of the compatibility the game supports

10)

- a) Limited UI
- b) The game now supports display of Health, lives, and Player. The characters also change color in the event two of the same characters are chosen
- c) The Game area, top of the screen

11)

- a) Game restarted on player death
- b) The game now supports a life system, where each player is given three lives, and lives are lost in the event a player reaches zero HP. The player then respawns in a random location. Last man standing wins! This is a major improvement as the goal is now clear.
- c) In the Game area

12)

- a) Game reaches endless loop in game mode
- b) Game now changes to a Win Scene when a player wins. This gives the players the options of a Rematch, or returning to the menus to select different classes
- c) Seen after a player wins the game

13)

- a) Limited animations
- b) Players now have animations for most actions such as abilities, jumping, falling and dieing.
- c) Seen in the main game

14)

- a) Classes too similar, limited diversity
- b) Classes now boast different properties such as movement speed, jump height, ability duration, damage output, and defenses

15)

- a) Mage vs Warrior only
- b) Now supports Mage vs Mage as well, This created the need for new animations in the event certain interactions with opposing classes occurred
- c) An example of this is the destruction and particle effects which occur when two frost bolts collide

16)

- a) Confusing, unscalable code and implementation
- b) This version of the game was made entirely from scratch after the last submission. It contains a much more organised and systematic approach to the design process of the game. I chose more of a database style, as discussed in class, to allow me to access the quickly changing variables that exist in my game.
- c) This game be seen in the smooth play of the game, but is mostly visible in the actual API itself.

17)

- a) Bugs everywhere
- b) Countless bug fixes. Some add behaviors do still occur in extreme cases, although it is far less frequent
- c) All within the gameplay