**Deliverable 1 -**
Objective 1 - positive action encouragement (environmental)

**Deliverable 2 -**

# Brief Game Design Document

*9/11/2022*
Team 1

*This template is loosely based on the [Project Design Document] on Unity's Create with Code Course, but has been expanded and adapted to this course.*

Team Members
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## Game Design Concept

**1 Player Control**

You control a *Tree Hugger* in this *3D first person* game where *WASD, Mouse, E, and LMB* makes the player *Move, look, pick up, and throw*

**2 Basic Gameplay**

During the game, *Trash* appear from *The ground, cars, trashcans, & randomly*

**3 Core Game Mechanic**

The goal of the game is to
*Discard enough trash in certain amount of time*

What makes this goal challenging or difficult is
*Aiming the trash, accessibility of trash cans*

Players have the ability to
*Pick up and throw trash, move around, look, choose power/length of throwing trash*

And when players use their abilities
*When players throw trash into the trash can, they earn points*

## 4 Gameplay Mechanics

As the game progresses,

*Time goes down*

making it

*Player has to strategize which trash they seek*

[*optional*] There will also be

*Streak multiplier based on consecutive shots made and enemies that form if trash spawning gets out of hand.*

## 5 Win / Loss Conditions

The player will win when

*The time runs out and they have completed the set goal for throwing away trash*

The player will lose when

*The time runs out and they have not met the goal.*

When the player wins

*A victory message will be displayed and their High Score will be saved.*

When the player loses

*A defeat message will be displayed along, and the player will be given the option to restart or quit the game.*

When the game is over, the player can restart the game or try again from the beginning by

*Pressing the R key (and a text message tells the player to press the R key to Restart)*

## 6 Sound & Effects

There will be sound effects

- *Win and Lose sound*
- *Successful trash deposit*
- *Powerup gained*
- *Streak gained or lost*

and particle effects

- *Successful trash deposit*

[*optional*] There will also be

## 7 User Interface

The

*score*

will

*increase*

whenever

*Trash has been successfully deposited.*

At the start of the game, the title

*Trash Pick-Up Simulator*

will appear

| | |
|---|---|
| 8 **Other Features** | *Stretch Goal: Upon the win condition player is awarded points that they could spend to get level modifiers (essentially, power-ups that last the entirety of the level), or cosmetic items for player model.*<br>*Stretch Goal: Victory screen with visible character model*<br>*Stretch Goal: First or third person optional* |

## Deliverable 3 -

UPCOMING PLAN

(Project 2 Week 1: 9/12 - 9/18):
John Green - Implement system for random trash spawns (placeholder objects)
Lucas Johnson - Implement player controls and pick up/throw mechanic
Colin Gamagami - Create 3D models for trash and trash can. Then implement as prefabs
Devun Schneider - Create tutorial screen
Zach Wilson - Waste Receptacle and Scoring System

(Project 2 Week 2: 9/19 - 9/25):
John Green - Make basic 3D environment that the game will take place in (probuilder)
Lucas Johnson - Pickup & Throwing mechanics
Colin Gamagami - Add enemy that chases the player
Devun Schneider - Finalize main menu, tutorial, and about screens and
Zach Wilson - Building the game and making a simmer page for playtesting also helped finalizing questionnaire

(Project 2 Week 3: 9/26 - 10/2):
John Green - Add trajectory arc, balancing spawn speeds and mess meter with timer
Lucas Johnson - High Score Mechanic
Colin Gamagami - Add ability to stun enemy, add enemy spawning manager
Devun Schneider - Complete Game Tutorial
Zach Wilson - Game Timer / Game Manager and starting sound effects

## Deliverable 4 -

SPRINT RETROSPECTIVE

(Project 2 Week 1: 9/12 - 9/18):
John Green - Implemented trash spawning with adjustable randomization/speed up variables (done)
Lucas Johnson - Implement player controls and pick up/throw mechanic (done)
Colin Gamagami - Created trash can and trash models and implemented them as prefabs
Devun Schneider - Created basic tutorial screen showing controls,basic main menu, about screen (done)
Zach Wilson - Waste Receptacle Collision and scoring system manager (done)

(Project 2 Week 2: 9/19 - 9/25):
John Green - Made basic 3D environment that the game will take place (done)
Lucas Johnson - Pickup & Throwing mechanics, Build up bar, & Jumping (done)
Colin Gamagami - Added enemy that chases the player. (not done yet)
Devun Schneider - Added questions to Playtesting Questionnaire
Zach Wilson - Built to WebGL and made a simmer page, also finalized our questions for the questionnaire (done)

(Project 2 Week 3: 9/26 - 10/2):
John Green - Balanced game, added sprint, implemented spawning manager (done)
Lucas Johnson - Added high score functionality (done)
Colin Gamagami - Add ability to stun enemy (not done), made enemy spawning manager (done)
Devun Schneider - Complete Game Tutorial (done)
Zach Wilson - Game Timer / Game Manager and starting sound effects (done)

## Deliverable 5 -

List of Improvements/Bug Fixes/ToDo-Lists:
URL: https://github.com/PlatFormPlayZ/CIS-350-Project-1/issues

## Deliverable 6 -

URL: https://github.com/PlatFormPlayZ/CIS-350-Project-1
Playable game: https://simmer.io/@Ronis/trash-pick-up-simulator

## Deliverable 7 -

Revised/Updated Emotions:

- Frantic stress due to trying to keep up with trash spawns
- Relief from the successful “scoring” of throwing trash into the bin (missing wastes time)
- Pride from a completed trash run
- Frustration from missing shots/wasting time
- Desire to pick up trash
- Desire to not litter

## Deliverable 8 -

Team 1 Questionnaire URL - https://forms.gle/jaFGqcpPdTXJh6e8A