

## Project 1:

John Green, Zach Wilson, Lucas Johnson, Colin Gamagami, Devun Schneider

### **Deliverable 1 -**

Theme: Objective 1

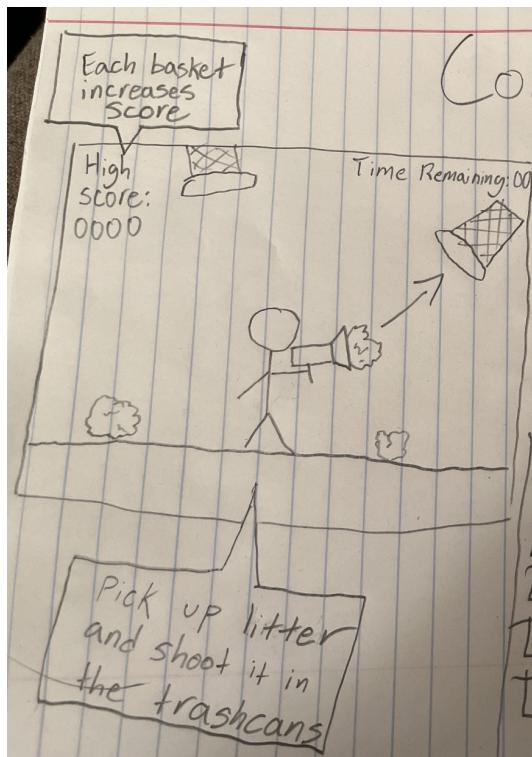
### **Deliverable 2 -**

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
- Nagging frustration from missing shots/wasting time

### **Deliverable 3 -**

Sketches:



(more under game design document)

## Deliverable 4 -

### Game Design Document

# 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

Colin Gamagami, John Green, Lucas Johnson, Devun Schneider, Zach Wilson,

## Game Design Concept

|                                |  |
|--------------------------------|--|
| 1<br><b>Player Control</b>     | <p>You control a <i>Tree Hugger</i> in this <i>3D first person game</i> where <i>WASD, Mouse, E, and LMB</i> makes the player <i>Move, look, pick up, and throw</i></p>  |
| 2<br><b>Basic Gameplay</b>     | <p>During the game, <i>Trash</i> appear from <i>The ground, cars, trashcans randomly</i></p>   |
| 3<br><b>Core Game Mechanic</b> | <p>The goal of the game is to <i>Discard most amount of trash in certain amount of time</i><br/>What makes this goal challenging or difficult is <i>Aiming the trash, accessibility of trash cans</i></p>  |
|                                | <p>Players have the ability to <i>Pick up and throw trash, move around, look, choose power/length of throwing trash Throw away certain items to get a powerup (Speed boost, Time Slowdown, etc.)</i><br/>And when players use their abilities <i>When players throw trash into the trash can, they earn points</i></p> |

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## 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*

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## 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 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

*Clicking a Restart or Continue button / Pressing the R key (and a text message tells the player to press the R key to Restart)*

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## 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
- Trail of flying trash

[optional] There will also be

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## User Interface

The score will increase whenever

*Trash has been successfully deposited.*

At the start of the game, the title

**8**  
**Other  
Features**

Trash Pick-Up Simulator

will appear

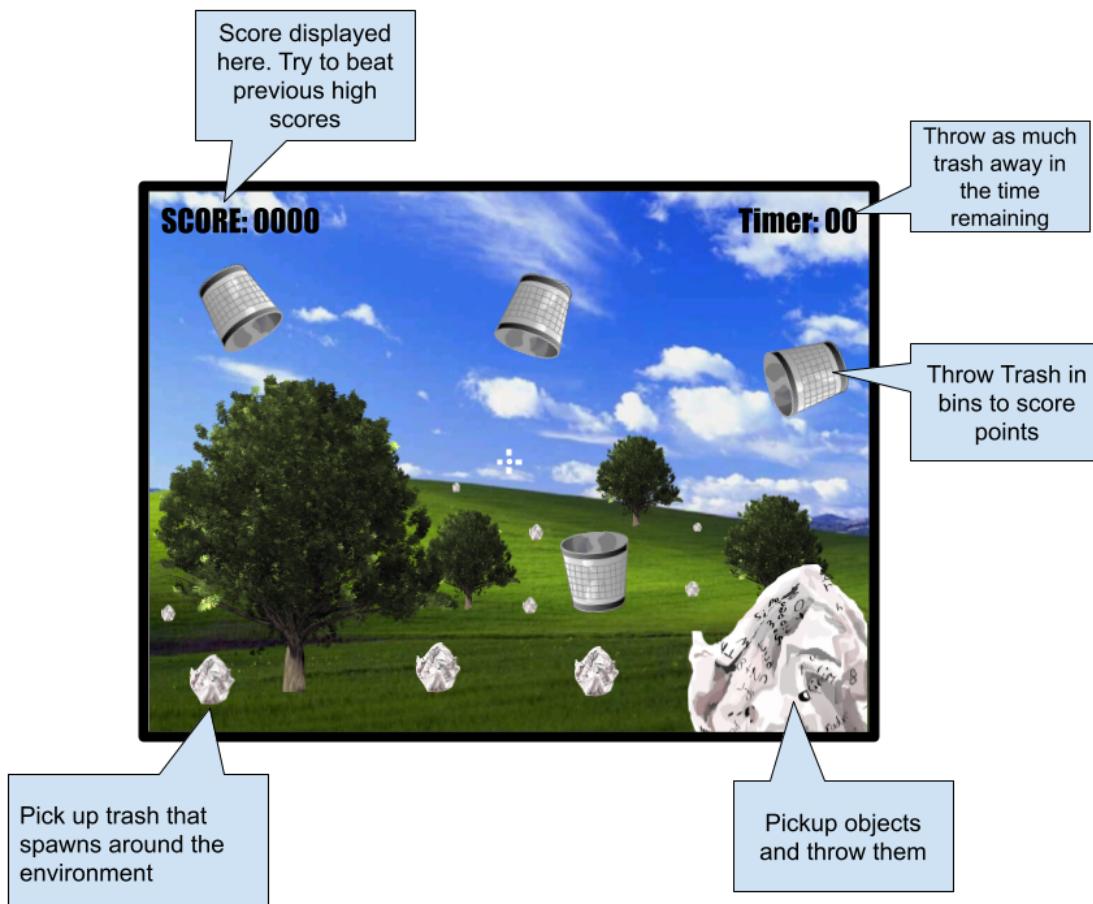
*Stretch Goal: Upon the win condition player is awarded points that they could spend to get level modifiers (essentially, power-ups that last the entirety of the level), or cosmetic items for player model.*

*Stretch Goal: Victory screen with visible character model*

*Stretch Goal: First or third person optional*

## Game Design Sketch (Annotated with Callouts)

(Also known as a One-Page Game Design Document)



## **Deliverable 5 -**

### Project Plan

#### Requirements

- Tutorial
- Timer
- Score system (knowing when a bucket is made and is not)
- Movement
- Trash spawning
- Shooting mechanic
- Option to restart/retry
- Win/Lose conditions (too much trash, run out of time, etc)

#### Wishlist

- High score
- Different levels/maps
- SFX
- Streak multiplier
- Power-Ups
- Title Screen/Menu

## **Deliverable 6 -**

### Sprint Planning

#### Week 1-

Colin: [Not in team yet]

John: pitched idea, shared some docs

Lucas: Sketches, helped come up with mechanics

Devun: pitched an idea, created drive folder and docs

Zach: Created a when2meet to figure out team availability

#### Week 2-

Colin: Joined the team

John: Sprint retrospective, first half of game design document, emotions, theme

Lucas: Sketches, helped make game design document

Devun: helped with most deliverables, deliverable 5

Zach: Created Git Repo and shared it with group as well as made a possible ico

## **Deliverable 7 -**

Sprint Retrospective: August 31st - September 4th

Overall, not much work was done. This was deliberate and planned for, as the half week that marked the start of this project was a terrible week for all of us. We were all busy, but because of that we formulated a plan on how to double down the following week to meet the project deadline.

Colin: [Did not join the team until Monday]

John: Pitched game idea, made collaborative documents (Done)

Lucas: Made original game sketch, posted in document (Done)

Devun: Made second game idea (not the main one) as a fallback/second option (Done)

Zach: Compiled all team availability times and proposed possible times to meet (Done)

## **Deliverable 8 -**

Your Minigame prototype

GitHub Link: <https://github.com/PlatFormPlayZ/CIS-350-Project-1>