**Assessment 3 Part 1 Content – Corbin.**

**Motivation.**

When our team came together, we had a resounding agreement between us that we would all like to create a 2D game, and though it may be an adventurous and, for some of us, slightly self-punishing idea, we all wanted to do it in Java using LWJGL (Light Weight Java Gaming Library). It was our belief that this path for our project held the most merit for us in bettering our understanding of Java, programming, and working together in a group format.

Though a few of our group come from strong backgrounds in programming, others have little experience, largely only having learned what they have picked up during this degree. Despite these challenges, we chose to not go down the easier path of a “Game Maker”. No one on our team second-guessed the decision to program our game from scratch, and no less of us regret this choice (at least most of the project). For the members that have more experience, this would be an opportunity to dabble in game-creation for the first time, and to learn about structuring a project and providing methods to succeed in game development.

The inspiration, or “target level of fidelity” for our game has been Mario throughout the duration of its development, a goal that may seem easy on paper, but quite difficult to achieve in ten weeks while learning on the job. This would involve swathes of new information, trying and failing, researching, conversations between members, designing, and small successes leading to greater outcomes, eventually, and quite hopefully, becoming a game.

**The Team.**

**Name:** Corbin Peever

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**Role:** Team Leader, Audio Developer.

**Personal Background:** Effectively my entire career has been spent in the Hospitality and Tourism industry where I was fortunate enough to achieve management positions in a variety of businesses. I have also been involved in music most of my life, completing a Certificate III in Music Industry (Technical Skills), and performing for many people over the years. These two aspects of my experience are the most relevant for my roles in this group as my managerial experience has granted me the ability of good leadership, and my music career has been beneficial in supporting my role as Audio Developer. My technical knowledge is largely what I have learned in previous courses of this degree, and through a keen interest I developed in Java and programming, I was able to pick up the required skills to create the code for the Audio related classes.

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**Role:** Graphics Asset Development.

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**Project Aim.**

We set out to create a 2D, side-scrolling platformer called T.U.R.D (Trash Unit Response Droid), that would use our own member-designed graphics and audio. Our game was to be based on a toilet, a piece of trash that had gained sentience through some strange and unknown event and was forced to battle against other scrap-monsters to survive and gain dominance over its brethren. It was to be set in a world that is dirty, with a somewhat foreboding, fearful, and highly-strung feeling given to the player using a high-risk/high-reward game style, descriptive graphics, and mood-setting audio.

**Project Goals.**

1. **Create a 2D platformer:**

Our team has been able to achieve our goal of developing a 2D platforming game, with a level system that varies in elevation, and is comprised of many hazards, enemies, scrap to be picked up, and boss fights. The player can move and jump through the different aspects of the levels, while being restricted by the range of their movement depending on the level of scrap that they have on-hand. The range of the players jump influences their ability to access certain parts of the levels that will eventually reveal bonuses, and special effects.

1. **Team Designed Graphics.**

We have been fortunate enough to have team members with experience designing digital graphics for games and have been able to take advantage of it to create a complex world of animations and graphics made by us. This adds to the overall experience of the game and provides a sense of polish and interactivity. It was our intention to design graphics that were pixelated in style, and comparable to many other platforming games from the nineties and early two-thousands. We were able to achieve this using graphical asset creators made for game images.

1. **Theme is of a scrap-monster battling other scrap-monsters.**

Our initial portrayal of a theme about pieces of scrap coming to life as monsters and battling other scrap-monsters has been realized and is consistent with what we were aiming for in the beginning. The main character is a toilet with wheels, and the main enemies are scrap piles that have grown legs to move around with. The projectiles are pieces of scrap, and it is possible to pick up a bi-product of these scrap-shots, as well as when an enemy is killed. The hazards are spikes and toxic waste, two types of hazard that may be scene in a scrapyard environment.

1. **Exciting gameplay.**

Through the benefits we gained through using our own team-designed graphics and audio, we have been able to create a specific them that is consistent throughout T.U.R.D’s gameplay, and in line with what we set out to achieve. This, coupled with the brilliant level design and game physics, leads to our game having a high level of playability that is both interesting and engaging to the user. The game hosts complex navigation through the internet, and if given enough time, it will contain secret areas, and breakable boxes that reveal additional effects for the player.