

Stand firm

Game Development Timeline



last update: MAY.3, 2022

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Github: https://github.com/DefenderJohn/StandStill-Game-Project

### 2022 Jan.7 Setup the verb of game

The verb choosed is move, which enable the tower to move in a tower defence game. There also exists a sub-verb limitation, which provides more challenging to player that they need to manage resources wisely.

Before enter the project, I have nearly no experience on professional game design, so the verb is selected very carefully and well organized to make sure the goal represented is clear.

### 2022 Feb.10 Generate the basic idea of game

The basic idea is to put a tower in the map that can be pushed by solders and move around the scene, the tower needs to be resupplied to maintain the combat ability.

This idea is coming from my experiences of playing tower defense games, I feel that all those game are seemingly boring because the tower seems unable to move and the only thing they can do is to shoot in the place. This drives me to consider about to let the tower move.

### 2022 Feb.17 Create the first paper prototype

The first paper prototype implements the idea of the game, and paint several basic idea of the game so that it’s at least looks like playable.

I did it as an old school format GDD because I think my game idea may be more clear than others so that it’s worth to at least make an attempt of that. But I do appreciate the idea of GDD based on image since it looks better and more clear on design and easier for readers to understand.

### 2022 Feb.24 Illustrate the goal of game

At this point, the design idea is totally changed. The tower is not that suitable for the game because it requires a self-explained background story, which is not easy for the game to illustrate. Thus the story been changed to a more mordern timeline, which is during the world war II, there is a tant company been surrounded by enemy and need to stand still for a period of time. This soon becomes the more practicable goal for the game.

The idea from very beginning is been proofed not feasible, thus I have to revise the idea and make it more clear for illustrate.

### 2022 Mar.3 Setup the challenge of the game

The challenge been setted up is basiclly several points. First is the attack from enemy, which should be considered as the major challenge. The second challenge been setted up is that player needs to manage their limited resources and make sure the suppliment is not going to run out.

### 2022 Mar.10 Illustrate Narrative

The story of the game has been formed by adding history background and other timeline inside. The story is about how a tank company survives the attack from Nazi enemy and protect the city behind them from enemy. The timeline also been narrowed to two days, so that the goal of game is more clear.

### 2022 Mar.24 Start coding of game project

After finished the necessary design prepration, the code design started. Note that this the time on record is not the time this programming project initially started, it’s the time that I decide to put it onto github and make it opensource. The reason I record this time is because there is a clear timeline on github for every phase of development been recorded in system, so that it’s easier to get it tracked. The github repository is here: [https://github.com/DefenderJohn/StandStill-Game-Project/](https://github.com/DefenderJohn/StandStill-Game-Project/commits/main)

### 2022 Mar.26

Designed a Anti-air viecle and put it into the scene.

Add code to move camera and detect the collision

Update the resources management

Because there exists a huge unfixable exception, I have to delete all the game resources from current project and start over again, this will cause significant delay.

### 2022 Mar.27

Enable the turrent to rotate and aim to the emeny

Add house and the collison of house.

Generate the navMesh and navigation functionalities

Update the navigation to make the speedup and brake more smooth

Set up the main scene.

### 2022 Mar.29

Optimise the path-finding algorithm

Add code to enable the tank to fire

### 2022 Mar.30

Update the excuteable game file.

Delete unused files.

### 2022 Mar.31

Setup the code for enemy spawn.

Playtest and receive necessary information to helps the game better.

### 2022 Apr.10

Summarize all previous records and put all into this document.

### 2022 Apr.29

Adjust the HP indicator to let it reflect the real HP

Update the effects and new indicators for different data elements

Update the Navigation system to make the move smoother

Update the fire functionality

Create enemy generator

Enable enemy to switch more proper target and fire

Update the playable file

Create basic game user interface template

Enable the HP bar to show projectile perspective

### 2022 Apr.30

Update the Enemy spawn algorithm

Create functionality to let player switch control from one tank to another

Add elements to UI(Buttons)

Add basic codes to control UI elements

Update the UI button links

Binding UI elements together

Fixing some bugs of UI

Update the playable file

Add basement functionalities (Untested)

Add refuel functionalities (Untested)

Update method call logics

### 2022 May.1

Fix a bug

### 2022 May.2

Test the basement controller

Fix bug for the basement controller

Rewrite the entire functionality of the basement controller

Update the balance.

### 2022 May.3

Remove Tank-based resources carrying system

Add documentation

## Additional answers:

I revised my idea based on classmates’ feedback because they are providing a more in depth perspective than I do. Also, professor helps me to change my design idea to a more modern game instead of the old one, and help me verify if my idea is correct. This helps me a lot.

The experience of design changes me a lot and makes me to become better in the game design criteria. With the experiences I got this time, it’ll be easier for me to have a better design perspective and skill in the future.