MAZE RUNNER DIARY

Date

OVERVIEW

1. Project Background and Description

I have been giving a game to make in 2D using unity. The game that has been giving to me is a maze running game.

I have been giving the documentation of the game and design speck to review and consult with the clent.

Note: To delete any tip (such as this), select it and start typing. If you're not yet ready to add your own text, select a tip and press spacebar to remove it.

2. Project Scope

I now have a design for the game. The next step is to implement this game building all of the assets and prefabs from the ground-up. This is an exercise in coding, not one in collecting assets from the assets store and compiling them into a game. Use the UI classes available in Unity to build the menus and displays for the game. The game must have the following components present:

- *Menu System – Splash Screen, Introduction, Preferences, Scores, Tutorials*
- *Scoring System – A score/rewards system with different score values for different enemies, items or tasks that the player must deal with*
- *Multiple Levels – Player competence and confidence in the game must be challenged with new levels of increasing difficulty. These should have been documented in the design phase.*
- *Sound System – Appropriate sounds and music must be incorporated. You do not need to compose the music. You can import a piece, but it should work with the game.*
- *Social Aspect – Sharing of high score on Facebook or other social media sites. Use the appropriate APIs for this aspect.*

3. Requirements of the diary

The User Experience is a critical aspect of any game. It is an important factor for the implementation of the control system, the menus and the other game components in this instance. The Developer Diary will provide evidence of the decision making and research around the user experience. This includes:

- *The rate of increasing difficulty*
- *The speed of gameplay*
- *Win/loss conditions*
- *The placement of the controls*
- *The appropriateness of the control mechanics*
- *The user of colors and text elements on the user interface*

4. Design Changes

For this game after reviewing documentation I decided to meet up with the client and discuss the design of the game and some of the features that may need changing and adding some features that may improve the game experience. For adding features to improve the game I will list below that me the developer and the client agreed on to add to the game.

- *Adding instructions to the game in the main menu of the game:*

The reason for this is so the user can go understand the game and how to use the controls.

- *Changing the age to be targeting for the game:*

The reason for this is research I have done on the maze runner games and similar games is aim the age for the game between 4-11 year of age. As it is a better age group to be targeting

- *Adding sound to the game:*

The reason for this is so you need sound in a game I feel to interact with the game.

- *For the player to be able to select the difficulty*

The reason for this is so the player can select the difficulty of the game before starting the game.

Everything else about the game we agreed we war happy about. And that these changes I proposed would improve the experience of the game.

5. Research

For this game I took it upon myself to research this game as I didn't have much knowledge of this game. I researched the play store for maze games and pack man games as I felt these games war similar. Researching how these game war deigned, and they looked visually and how they feel playing it. And toke note of the similarity of each game. The list of sights I researched for this project war:

- *You-tube*
- *Play-store*
- *Udemy*

6. Unity

For this I researched unity and how to use it as I have never used unity before for a project, so this was all new to me I found a lot of helpful tutorials on YouTube on how to install it and use my way around it. Unity is a cross-platform game engine developed by Unity Technologies, first announced and released in June 2005 at Apple Inc.'s Worldwide Developers Conference as an OS X-exclusive game engine. As of 2018, the engine has been extended to support 27 platforms. The engine can be used to create both three-dimensional and two-dimensional games as well as simulations for its many platforms.

7. Steps to designing the game

For this game I had to learn how I was going to g about to make this game and what steps I should do it in.

- *First, I designed the controls of the avatar to make the avatar move up down and from side to side.*
- *Design the maze. There were two options for this:*

  Option 1 I could design the maze by importing an image of a maze and just placing collider boxes over the maze.

  Option 2 I could create a maze from scratch myself and design it the way I felt was suitable for the game by designing wall and putting collider boxes on the walls.

  As this was my first time using the unity, I decided to go with option 2 as I wanted to learn as much as I could from unity by building this game.
- *Getting the player to collide of the wall.*
- *Placing a background to the maze.*
- *Creating objects and collider on the items for the player to collect. example coins.*
- *Creating a counter for the player for when it collected coins*
- *Creating the main menu of the game.*
- *Creating the difficulty menu. Easy, Medium, Hard.*
- *Creating the pause button for the game for when you need to stop.*
- *Creating the audio for the game.*

8. TimeLine/Schedule

For the project have designed a time line and schedule and for the project and I intend to do 3 hour a day on the project from Monday to Friday for three to four weeks and expect to have the project finished by the 2nd of November. I plan to have the diary up to date as I go along.