Nanna, I’m full!

Game Summary:

The game is about a boy that visits his grandmother (Nanna). Like every other grandmother, his grandmother makes a lot of food for him to eat. Give food to the dog without the grandmother (Nanna) notcing and without reaching the maximum number of plates.

Core Mechanics: List the core features of your game as bullet points.

- Health System.
- Score gained when feeding the dog.
- Plate spawning.
- Plate crashing.

Gameplay:

You the character, is sitting in front of the dining room table. Your grandmother in the back is making you food, expecting you to eat everything that she makes. Give the food to the dog under the table without your grandmother noticing and without reaching the maximum number of plates.

Music:

I drew inspiration from Wario Ware, seeking to replicate its fast-paced and catchy musical style within my game. The soundtracks that resonated closely with the upbeat tunes I envisioned were from the Katamari Damacy Soundtrack - Track 09, "You are smart," and Toejam & Earl's "Big Earl Bump."

Art Style: I’ll be basing my art style on the game Wario Ware as its design is cartoonish with exaggerated designs with a mix of vibrant colours giving it a humorous and fun design.

Scope Check

This is the longest and also the most important document to get you started. It will more or less determine whether you finish with a game you can be proud of. It isn't homework that someone is making you do – it's what happens at the beginning of every successful game project, at any scale.

Write down your answer under each queson. There's a lot of text in the quesons, but you won't actually need to write much in your answers. The total me required should be about 45 minutes.

Part 1: Visualizaon and Implementaon

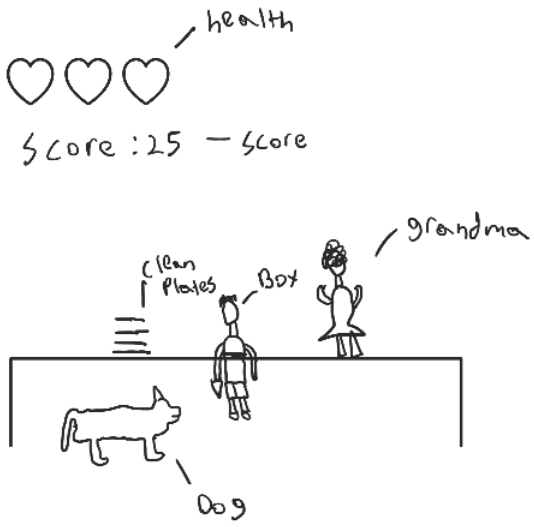
Visualization

Start by imagining that you are playing the game. Imagine choosing a specific goal, for example:

- to land on an island in a flying game
- to defeat a turret-type enemy in a space shooter
- to place a tower in the right place to defeat a slow but tough enemy

Answer these quesons **based on the moment you have sketched** (not the whole game).

1. Visualize what's on the screen and make a rough sketch of the sequence. Paste a picture of your sketch here. Write down everything you see on the screen. Don't forget things like background art, a score or a mer.



2. Write down a list of everything that moves or changes. Are there visual effects, like blinking an enemy red to show damage? Are there sound effects, like a “thump” for placing a tower?

   Sound Effects:
   - Feeding of dog
   - Player eating
   - Background Music
   - Grandmother cooking
   - Lose screens music
   - Grandma Hit

   Visual Effects:
   - Dog eating animation
   - Player eating animation
   - Grandmother cooking animation
   - Grandmother hitting animation
   - Grandmother looking animation
   - Health
   - Score
   - Timer

3. Write down a separate list breaking down each step of what the player is doing, and what happens in response. How do you tell the game what you want to do? (For example, click to move or press ‘E’ to charge shrink ray.) How does the game tell you you’re making progress (or not)?

   - Player is giving food to dog since grandmother is looking away.
     - Hold space to give food to dog.
     - Whilst feeding dog, score is increased by 1 every second.

Implementation

1. Imagine how you would write the code for each thing in your last two lists (things that move and player interacons/feedback).

    a. Have you done anything like it before? Is there code from previous projects that you could copy and adapt, rather than starng from scratch?
        - Yes, I do. I have material over from last year's unit Introduction into the game industry, as well as a game I did for that unit that includes some of the stuff from the list above.

    b. Do you know of a tutorial or asset pack that could take care of some of the funconality for you? Paste the links here.
        - https://unity.com/how-to/2d-characters-and-animaon-unity-2022-lts
        - https://assetstore.unity.com/packages/2d/characters/2d-character-grandma182698

    c. Do you have friends or classmates in this course who can help you with these tasks?
        - I am still learning coding and I have a good grasp of it but sometimes I would need a helping hand if I ever find my self stuck with a bug/error that my friend would help me with.

2. Write down your three biggest coding quesons, e.g. "how to make one-way plaorms" or "how to make the tower icon move with the mouse".
        - How to make the grandmother have different states?
        - How to make the grandmother able to detect the boy when he is giving food to the dog?
        - How to do an animated scene in Unity.

3. Go to various forums like Stack Overflow and Unity Answers. Look for answers for your quesons. Did you find any? Did you generally understand the answers or did they use a lot of unfamiliar vocabulary?

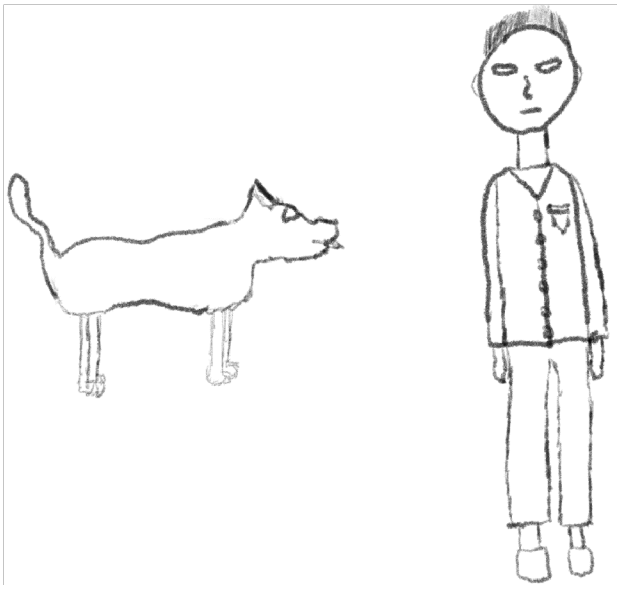
4. Make a list of every visual and audio asset in the sequence (i.e. you don't need to think about the whole game). Be thorough – don't forget things like animaons and parcles, or UI elements like score.

    a. Type your list here.

        Assets:

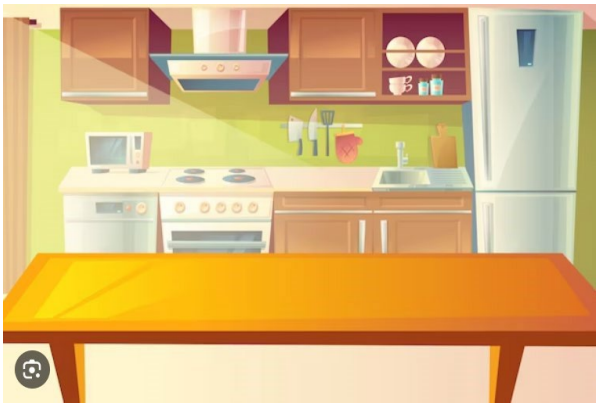
        - Feeding of dog
        - Player eating
        - Background Music
        - Grandmother cooking
        - Lose screens music
        - Slipper Hit Visual Assets:
        - Dog eating animation
        - Player eating animation
        - Grandmother cooking animation
        - Grandmother hitting animation
        - Grandmother looking animation
        - Health
        - Score
        - Timer

    b. If you plan to make any assets, take half an hour and try to make one or two sample assets. Paste the results here. Can you get them to a reasonable degree of quality in that me?



c. If you plan to find some or all of them online, take half an hour and try to find every element in your sequence (environment, character, UI font, etc.) in a matching art style. Try to find a couple of audio assets too. Paste a few of the images here, and note the ones you couldn't find.

Visual Assets:



Part 2: Scale, Challenges and Resources

Scale

Now step back from that sequence mentally and think about the whole game. Think about all the parts of the game that can be numbered and grouped. For example:

- 3 levels
- 4 foundaon piles for cards
- 5 power-ups
- 6 matchable objects for a match-three
- 2 enemy types
- 3 jumping puzzles
- 6 places to place towers

1. Make a list. Go ahead and put down a number for each that seems reasonable.
    - 3 Characters
    - 4 Scenes
    - 2 Dog animations
    - 3 Boy animations
    - 3 Grandma animations

2. Mentally cut each number in half. Is the game sll playable? Does it sll create your core experience? Now try reducing each number to one, and ask yourself the same quesons. Write down your final list, with numbers, here.
    - 1.5 Characters
    - 2 Scenes
    - 1 Dog animations
    - 1.5 Boy animations
    - 1.5 Grandma animations

○ It wouldn't create the core experience since it would be lacking the necessary animations, characters and scenes.

- 0.5 Characters
- 1 Scenes
- 0 Dog animations
- 0.5 Boy animations
- 0.5 Grandma animations

Challenges

Based on all of the above, write down the top three challenges you foresee in the process of making your game over the next few weeks. Be specific, and phrase them as quesons. These are examples of answers that are too vague to be useful to you:

- “I’m not sure I’m good enough at coding”
- “I don’t know where I’ll get all the art”
- “I might run out of me”

These are examples of useful quesons:

- “How can I make my elemental system clear to the player?”
- “How can I tell whether an enemy can see the player?”
- “Can I find pixel-art environment assets to match the characters I’ve found?”

1. Write your quesons here.

    - How can I make the grandma detect the boy feeding the dog?
    - How can I make the fatness meter go up gradually?
    - How can I animate the win or loss screen?

Resources

1. The most important resource is your own me. Look at your calendar for weeks 4-8 of the course (a total of five weeks). For each week, write down the smallest number of hours that you can safely commit to, given your other commitments and interests. Do not assume you can spend every waking hour on your game for six weeks.

    Now subtract 25% of the number for each week because things happen – vet appointments, traffic, hay fever, friends needing favors, accidentally sleeping in, etc.

    Write down the total number of hours for all five weeks here.

    - 12 Hours available to commit working on my game.
    - With the 25% I have 9 hours available every week.

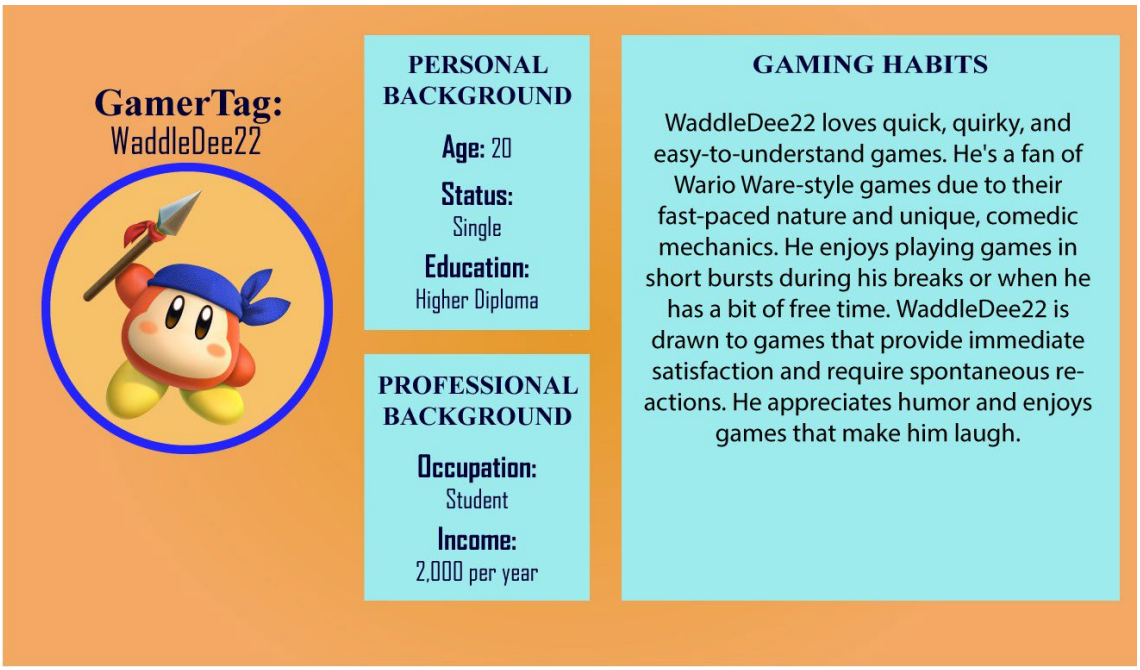
2. Next, paste in links to three or more specific tutorials that will help you make your game. Don't just write down the top three search results – watch parts of them and make sure they're relevant to what you want to do.

    - https://youtu.be/mi_SP0sippI
    - https://youtu.be/5nPRYwCceTg?si=_ikQT4FF7KMHOv8l

Part 3: Market Research

1. Based on current trends, where does your game fit in the market?
    - The game's genre currently stands at the 48th spot in a game stats website with 6,863 games count and with a $1,800 revenue median.

2. Who is the target audience of your game? What are their preferences and pain points? Feel free to create User Personas to answer this secon.



3. Who are your main competors, and what unique value does your game offer compared to them?

4. How do you plan to gather market feedback and iterate on your game based on this?
    - I intend to use the Steam applicaon and its integrated tools to gain valuable insights from the latest trending games. This involves analysing various metrics such as the current number of players playing, reviews, evaluang purchase trends, and exploring recommended games that share similaries with my game.

Part 4: Reality Check

Assessment

1. Look at your challenges and your resources. Do you feel confident you can make a fun game based on this concept by the end of the course? If so, write a sentence explaining why. If not, this is your chance to rethink your choice of game for this course. Go update your concept doc and your answers above – but save your first idea for the future!

    - I feel confident that I can make a fun game however, I feel that I will find obstacles during the development of the game which could hinder the final version of the game. Such as unforeseen bugs/errors and or lack of knowledge.