**Three challenges**

Multi-thread

Level design

Collision detection

**Gameplay**

Video: Opening scene (two player’s control method)

Level 1: introduce tiles, buttons, elevators, diamonds, river, lava, poison.

End: end scene

**Novel ideas**

Fireboy and watergirl with weapons

* 1. **Who is your team?**

Video: team photo

Name of the five people in our group. A form (And what were their roles?)

* 1. **What was your process?**
  2. Sprint development
  3. Kanban
  4. GitHub workflow
  5. Evaluation video and picture
  6. develop more levels with different difficulty level.
  7. **What’s next?**
  8. Develop more levels and maps.
  9. Develop more tiles to interact.
  10. Add health bar.
  11. Randomly generate enemies.
  12. Rescue ally.
  13. Tile map editor.

**Script**

------------------------ About the Game itself -------------------------

Scene 1： [Opening shot of a forest, birds chirping in the background, temple in the forest]

(0:00 – 0:10)

Narrator: In a world filled with challenges and obstacles, only the strongest will survive. Welcome to Fireboy and Watergirl and enemies, a thrilling adventure game that will push you to your limits.

Scene 2: [Cut to gameplay footage of shuxing and zongjian playing the game]

(0:10 – 0:20)

Narrator: Our heroes, Fireboy and Watergirl, are back with a brand new set of challenges. With their new weapons in hand, they must navigate through treacherous levels and overcome a series of obstacles to complete their mission.

Scene 3: [Cut to gameplay footage of Level 1]

(0:20 – 0:40)

Narrator: In each level, players are confronted with a series of deadly threats, including rivers, lava pools, and lethal poison pools.

With your quick reflexes and strategic thinking, you must guide Fireboy and Watergirl to safety.

Scene 4: [Cut to gameplay footage of the end scene]

(0:40 – 0:50)

Narrator: If you can make it through all the challenges and reach the end of the game, you will be rewarded with a special end scene. But now, let’s uncover some behind-the-scenes work.

---------------------------- Team Work -----------------------------

Scene 5: [Cut to a team photo of the game developers]

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Narrator: Fireboy and Watergirl and Enemies was developed by five talented people with a passion for games.

[Show the names and roles of the developers]

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Narrator: Every member was assigned with a specific role based on their strength.

[Cut to kanban pictures, WhatsApp group screen shot, different version of game(like the first version with only two cubes, the one-player version and the two-player version)]

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Narrator: We worked together using the Sprint development methodology, Kanban, and a GitHub workflow to create an unforgettable gaming experience.

--------------------------- Three Challenges --------------------------

[Cut to pictures of the flowcharts of multi-thread, level design, and collision detection]

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Narrator:

---------------------------- Evaluation -------------------------------

[Cut to footage and pictures of heuristic evaluation]

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Narrator: To ensure the game meets the expectation and requirement of users, we used heuristic evaluation to check if there are any usability issues in our game. Luckily, 7 main problems were identified so that we could optimize the game later.

[Cut to pictures of system usability survey (SUS)]

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Narrator: Another survey we conducted was system usability survey. It is widely applied in industry to test the usability of games. Our game got an average score of 77.5, which is above the average.

---------------------------- Future Work -----------------------------

[Cut to gameplay footage of the game]

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Narrator: But their work is not done yet. [Game Title] is just the beginning. In the future, the team plans to add even more levels and maps, develop new tiles to interact with, add a health bar, randomly generate enemies, and rescue allies.

[Closing shot of Fireboy and Watergirl celebrating their victory]

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Narrator: So what are you waiting for? Join Fireboy and Watergirl on their epic adventure and experience the thrill of [Game Title].­