

Friend-Zoned

Final Documentation

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Contents

Introduction	6
Findings	7
Scope of Project	7
Plot	7
Character Balance	7
Summary of Project Requirements	7
Recommendations	8
Project Plan	8
Gantt Chart/	8
Game Elements	11
Actions	11
Rules	11
Goals	11
Objects	11
Player space	11
<i>Players</i>	11
Core Mechanics	12
Classes/Skills	14
Rogue	14
Movement Ability	14
Skill 1	14
Skill 2	14
Skill 3	15
Ultimate Skill	15
Mage	15
Movement Ability	15
Skill 1	15
Skill 2:	16
Skill 3	16
Ultimate	16
Warrior	16
Movement Ability	16
Skill 1	17
Skill 2:	17

Skill 3	17
Ultimate	17
Boss Mechanics	18
Boss 1	18
Skill 1:	18
Skill 2:	19
Basic Attack:.....	19
Boss 2	21
First Phase:	21
Skill 1:	21
Basic Attack:.....	21
Phase 2:	21
Basic Attack:.....	22
Skill 2:	23
Skill 3:	23
Types of mechanics	24
Internal economy.....	24
Health.....	24
Skills	24
Experience.....	24
Skill Points	24
Cooldowns.....	24
Coins.....	24
Progression mechanisms.....	25
Levels.....	25
World Related Progression.....	25
Tactical maneuvering	26
Movement Skill	26
Social interaction	26
Kinds of play	26
Ten game design tools.....	26
Constraints.....	26
Level	27
Direct and Indirect interactions	28
Direct Interaction.....	28
Indirect Interaction.....	29

Goals	29
Challenge	29
Skill, Strategy, Chance & Uncertainty	30
Skill.....	30
Strategy	30
Chance & Uncertainty	30
Decision making and feedback.....	30
Abstraction.....	31
Storytelling.....	31
Context of Play	31
Patterns.....	31
Game Resources	32
Cooldown Timer.....	32
Experience.....	32
Health.....	32
Money.....	32
Skill Points	32
Economy	33
Sources	33
Drains.....	33
Converters.....	33
Traders	33
Feedback Loops	33
Preventing Deadlocks	33
Identification of target audience	33
Expected level of experience.....	34
Release platform	34
Player type	34
ESRB rating	34
Assets.....	35
Tile Sets.....	35
Backgrounds	36
(Aspects of each used individual levels)	36
Misc.	41
(Aspects of each used individual levels)	41
Prototype	64
Worlds.....	64

World 0-1	64
World 0-2	65
Main Hub	65
World 1-1	66
World 1-2	66
World 1-3	67
First Boss Parkour.....	67
First Boss Arena	68
World 2-1	68
World 2-2	69
World 2-3	69
Second Boss Parkour	70
Second Boss Arena.....	70
Menu/UI.....	72
Main Menu	72
Character Select	72
GUI Rogue.....	73
GUI Wizard	73
GUI Warrior	74
Damage Numbers/ Level Up	74
Dialogue	75
Testing	76
Initial Testing.....	76
Balance.....	77
Quality of Life	77
Bug Fixes.....	77
Patch Notes	77
Play testers.....	79
User Documentation	80
Credits, Resources & Licenses.....	83
Licenses.....	83
Assets & Costs	83
Credits.....	85
Playtesters	85
Artists	85
Appendix.....	86
Shane Klokanski Journals	93

Introduction

Friend-Zoned is a 2D Action-RPG heavily based on character development. The player will have to develop his character to progress through the story via diverse levels and world sets.

Friend-Zoned has a core gameplay loop of killing monsters that have random spawn points around each map, each time a monster is killed another will spawn in its place at one of these random spawn points. Each monster will reward the character with experience points which will, in turn, level the character up granting them access to skill points to level their abilities. These abilities either strengthen the damage the skill deals or decrease the cooldown of the skill if it is a defensive ability. The player has access to three classes upon starting the game. Each class will provide the player with a different view of the game, sporting different skill sets.

The Individual classes all have specialties, which means they will cater to different playstyles. The classes in question are listed below.

Rogue - A class focused on quick movement and high attack speed in exchange for the lowest damage of the three classes. This class focuses on a fast-moving, skill-based playstyle.

Mage - A meticulous class that is keen on damage, with average health, but lacks mobility. This class is designed for a slow-moving, intellectual playstyle.

Warrior - A simple class that can take a lot of hits. The warrior boasts high health, as well as decent damage, in exchange for poor mobility. This class is designed for an up-close and personal confrontation.

Findings

Scope of Project

The goal of this project is to create an Action/RPG 2D Platformer. A major inspiration for this project was a game developed by Wizet in the early 2000s titled MapleStory. Although similar in reference to the gameplay loop, we wanted to put our twist to it and see it shine through a light of our own.

Plot

The protagonist (You) must adventure to save your love interest who has mysteriously disappeared. You must travel through 2 different worlds with unique enemies to become stronger and fight the final boss, who has captured your love interest. After the final boss has been defeated, it is revealed that your love interest was not captured, and in fact, has no interest in the protagonist. The game ends with the love interest and the final boss walking out of the frame holding hands.

Character Balance

The character balance is the biggest constraint. We are going to test each class to see whether they are too strong, too healthy, or too weak. After we are done testing each class, we will then make balance changes to assure that the pros and cons of each class do not vary too greatly. We want the classes to have unique playstyles, but the same power level.

Summary of Project Requirements

After analyzing the data we have collected, many systems in Friend-Zoned will rely on one another. These systems must be completed early on so that extensive testing can be performed.

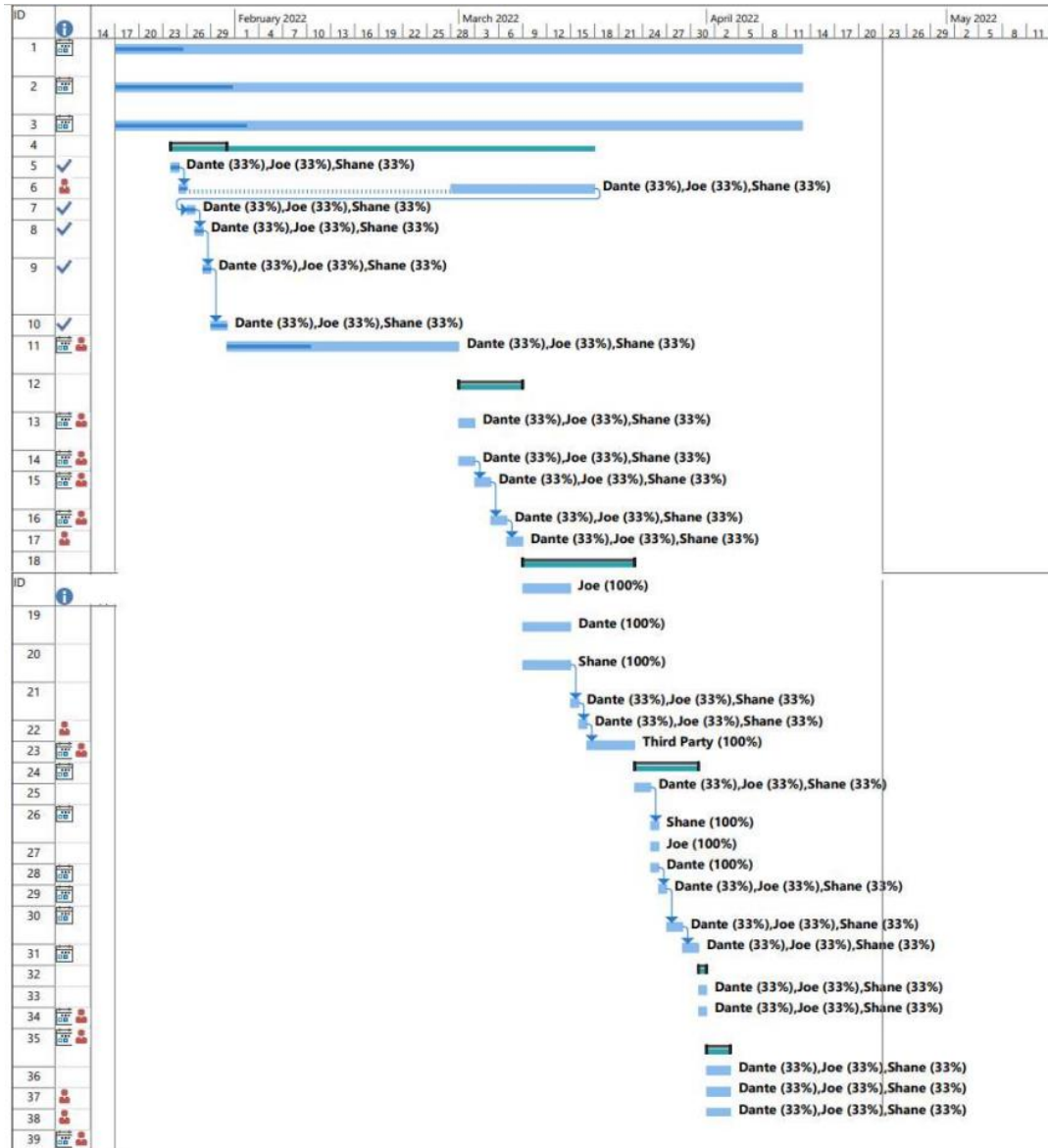
An example of one of these systems is each class's skills. If the class skills do not scale properly with the power level increase earned from defeating enemies/bosses. This could lead to some skills becoming obsolete.

Recommendations

Project Plan

The project plan is all incorporated within the Gantt chart/Word Breakdown Structure. In summary, the plan for this project is to create a fully functioning game that will bring the experience that we promised in the time span that we currently have.

*Gantt Chart/*WBS (Work Breakdown Structure)



ID	Task Mode	Task Name	Duration	Start	Finish	Predecessors	Resource Names	% Complete
0		Gant	82 days?	Mon 22-01-17	Fri 22-04-22			35%
1		Weekly Meetings With Prof	72 days	Mon 22-01-17	Tue 22-04-12			40%
2		Weekly Meetings with Partners	72 days	Mon 22-01-17	Tue 22-04-12			40%
3		Weekly Journals	72 days	Mon 22-01-17	Tue 22-04-12			40%
4		Feasibility	7 days	Mon 22-01-24	Sun 22-01-30			100%
5		Project Idea	1 day	Mon 22-01-24	Mon 22-01-24		Dante (33%),Joe (33%),Shane (33%)	100%
6		Project Overview	1 day	Tue 22-01-25	Tue 22-01-25	5	Dante (33%),Joe (33%),Shane (33%)	100%
7		Project Findings	1 day	Wed 22-01-26	Wed 22-01-26	6	Dante (33%),Joe (33%),Shane (33%)	100%
8		Project Recommendation	1 day	Thu 22-01-27	Thu 22-01-27	7	Dante (33%),Joe (33%),Shane (33%)	100%
9		Project Supporting Documents	1 day	Fri 22-01-28	Fri 22-01-28	8	Dante (33%),Joe (33%),Shane (33%)	100%
10		Presentation	2 days	Sat 22-01-29	Sun 22-01-30	9	Dante (33%),Joe (33%),Shane (33%)	100%
11		Requirements Gathering	21 days	Mon 22-01-31	Mon 22-02-28		Dante (33%),Joe (33%),Shane (33%)	100%
12		Gameplay Mechanics	8 days	Tue 22-03-01	Tue 22-03-08			0%
13		Running and Jumping	2 days	Tue 22-03-01	Wed 22-03-02		Dante (33%),Joe (33%),Shane (33%)	0%
14		Camera	2 days	Tue 22-03-01	Wed 22-03-02		Dante (33%),Joe (33%),Shane (33%)	0%
15		Transitioning to other Levels	2 days	Thu 22-03-03	Fri 22-03-04	14	Dante (33%),Joe (33%),Shane (33%)	0%
16		Items	2 days	Sat 22-03-05	Sun 22-03-06	15	Dante (33%),Joe (33%),Shane (33%)	0%
17		Leveling Up	2 days	Mon 22-03-07	Tue 22-03-08	16	Dante (33%),Joe (33%),Shane (33%)	0%
18		Skills	10 days?	Wed 22-03-09	Tue 22-03-22			0%
19		Mage Skill Design	4 days	Wed 22-03-09	Mon 22-03-14		Joe (100%)	0%
20		Rogue Skill Design	4 days	Wed 22-03-09	Mon 22-03-14		Dante (100%)	0%
21		Warrior Skill Design	4 days	Wed 22-03-09	Mon 22-03-14		Shane (100%)	0%
22		Skill Sounds	1 day	Tue 22-03-15	Tue 22-03-15	21	Dante (33%),Joe (33%),Shane (33%)	0%
23		Damage Scaling	1 day	Wed 22-03-16	Wed 22-03-16	22	Dante (33%),Joe (33%),Shane (33%)	0%
24		Skill Asset	4 days?	Thu 22-03-17	Tue 22-03-22	23	Third Party (100%)	0%
25		Enemies	8 days	Wed 22-03-23	Wed 22-03-30			0%
26		Enemy Movement	2 days	Wed 22-03-23	Thu 22-03-24		Dante (33%),Joe (33%),Shane (33%)	0%
27		Melee Enemy #1	11 day	Fri 22-03-25	Fri 22-03-25	26	Shane (100%)	0%
28		Ranged Enemy	1 day	Fri 22-03-25	Fri 22-03-25		Joe (100%)	0%
29		Melee Enemy #2	1 day	Fri 22-03-25	Fri 22-03-25		Dante (100%)	0%
30		Enemy Loot Drops	1 day	Sat 22-03-26	Sat 22-03-26	29	Dante (33%),Joe (33%),Shane (33%)	0%
31		Boss Design #1	2 days	Sun 22-03-27	Mon 22-03-28	30	Dante (33%),Joe (33%),Shane (33%)	0%
32		Boss Design #2	2 days	Tue 22-03-29	Wed 22-03-30	31	Dante (33%),Joe (33%),Shane (33%)	0%
33		Level Design	1 day	Thu 22-03-31	Thu 22-03-31			0%
34		Level Layout	1 day	Thu 22-03-31	Thu 22-03-31		Dante (33%),Joe (33%),Shane (33%)	0%
35		Level Optimization	1 day	Thu 22-03-31	Thu 22-03-31		Dante (33%),Joe (33%),Shane (33%)	0%
36		Data	3 days?	Fri 22-04-01	Sun 22-04-03			0%
37		Save Game	3 days?	Fri 22-04-01	Sun 22-04-03		Dante (33%),Joe (33%),Shane (33%)	0%
38		Load Game	3 days?	Fri 22-04-01	Sun 22-04-03		Dante (33%),Joe (33%),Shane (33%)	0%
39		Player Profiles	3 days?	Fri 22-04-01	Sun 22-04-03		Dante (33%),Joe (33%),Shane (33%)	0%
40		Sections	6 days	Mon 22-04-04	Sat 22-04-09			0%
41		Tutorial Section	2 days	Mon 22-04-04	Tue 22-04-05			0%
42		Level 1	1 day	Mon 22-04-04	Mon 22-04-04		Dante (33%),Joe (33%),Shane (33%)	0%
43		Level 2	1 day	Mon 22-04-04	Mon 22-04-04		Dante (33%),Joe (33%),Shane (33%)	0%
44		Overworld	1 day	Tue 22-04-05	Tue 22-04-05	43	Dante (33%),Joe (33%),Shane (33%)	0%
45		Tutorial Theme	1 day	Tue 22-04-05	Tue 22-04-05		Dante (33%),Joe (33%),Shane (33%)	0%
46		Tutorial Soundtrack	1 day	Tue 22-04-05	Tue 22-04-05		Dante (33%),Joe (33%),Shane (33%)	0%
47		Section #1	2 days	Wed 22-04-06	Thu 22-04-07			0%
48		Level 1	1 day	Wed 22-04-06	Wed 22-04-06		Dante (33%),Joe (33%),Shane (33%)	0%
49		Level 2	1 day	Wed 22-04-06	Wed 22-04-06		Dante (33%),Joe (33%),Shane (33%)	0%
50		Level 3	1 day	Wed 22-04-06	Wed 22-04-06		Dante (33%),Joe (33%),Shane (33%)	0%
51		Boss Level	1 day	Thu 22-04-07	Thu 22-04-07	50	Dante (33%),Joe (33%),Shane (33%)	0%
52		Section #1 Theme	1 day	Thu 22-04-07	Thu 22-04-07		Dante (33%),Joe (33%),Shane (33%)	0%
53		Section #1 Soundtrack	1 day	Thu 22-04-07	Thu 22-04-07		Dante (33%),Joe (33%),Shane (33%)	0%
54		Section #2	2 days	Fri 22-04-08	Sat 22-04-09			0%
55		Level 1	1 day	Fri 22-04-08	Fri 22-04-08		Dante (33%),Joe (33%),Shane (33%)	0%
56		Level 2	1 day	Fri 22-04-08	Fri 22-04-08		Dante (33%),Joe (33%),Shane (33%)	0%
57		Level 3	1 day	Fri 22-04-08	Fri 22-04-08		Dante (33%),Joe (33%),Shane (33%)	0%
58		Boss Level	1 day	Sat 22-04-09	Sat 22-04-09	57	Dante (33%),Joe (33%),Shane (33%)	0%
59		Section #2 Theme	1 day	Sat 22-04-09	Sat 22-04-09		Dante (33%),Joe (33%),Shane (33%)	0%
60		Section #2 Soundtrack	1 day	Sat 22-04-09	Sat 22-04-09		Dante (33%),Joe (33%),Shane (33%)	0%
61		UI/UX	6 days	Sun 22-04-10	Fri 22-04-15			0%
62		Prompts and Dialog	2 days	Sun 22-04-10	Mon 22-04-11		Dante (33%),Joe (33%),Shane (33%)	0%
63		Main Menu	1 day	Tue 22-04-12	Tue 22-04-12	62	Dante (33%),Joe (33%),Shane (33%)	0%
64		In game Menu	1 day	Tue 22-04-12	Tue 22-04-12		Dante (33%),Joe (33%),Shane (33%)	0%
65		Settings	1 day	Wed 22-04-13	Wed 22-04-13	64	Dante (33%),Joe (33%),Shane (33%)	0%
66		Damage Pop-up Design	2 days	Thu 22-04-14	Fri 22-04-15	65	Dante (33%),Joe (33%),Shane (33%)	0%
67		Shop Keeper NPC Design	2 days	Thu 22-04-14	Fri 22-04-15		Dante (33%),Joe (33%),Shane (33%)	0%
68		Testing	6 days?	Fri 22-04-15	Wed 22-04-20			0%
75		Final Documentation	2 days?	Thu 22-04-21	Fri 22-04-22			0%
76		Final Presentation	2 days?	Thu 22-04-21	Fri 22-04-22			0%

Game Elements

Actions

Actions that will be performed include attacking enemies, maneuvering from platform to platform on each map, climbing ropes, interacting with an NPC such as the shopkeeper, drinking potions that regain the players' health, and travelling through portals that warp the player to a different level.

Rules

Losing all your health results in the character's death, this brings you back to the hub level and your character respawns with 25% HP. Falling off a level will also result in the player's death.

Friend Zoned is completed once the final boss of world two is defeated.

Goals

Save your love interest who has mysteriously disappeared. You must travel through 2 worlds and a collective of 10 levels to become as strong as possible to fight the final boss who has taken your love interest.

Objects

Non-Feasible objects in our game include the character's health and the enemy's health. Feasible objects include enemies, coins, and map objects such as ladders and portals.

Player space

The player space for Friend-Zoned is spanned between two worlds which will have 5 levels each. Both worlds will contain their own unique enemies/monsters to differentiate the two worlds. They will also look different from one another visually. At the end of each world, there will be boss levels where you will fight the bosses of each world, they will be held on their own level which will look different from the world design. All of this put together will create a large play space that will include plenty of objects for the player to interact with and a vast amount of exploration for the player.

Players

The player's job would be to explore the world, killing enemies along the way. Exploring the different maps from top to bottom via jumping or climbing up the ladders and collecting the loot that the enemies drop upon death.

Core Mechanics

Physics

The player will be able to move their character left and right, as well as jump a height equivalent to their own. (Figure 1)

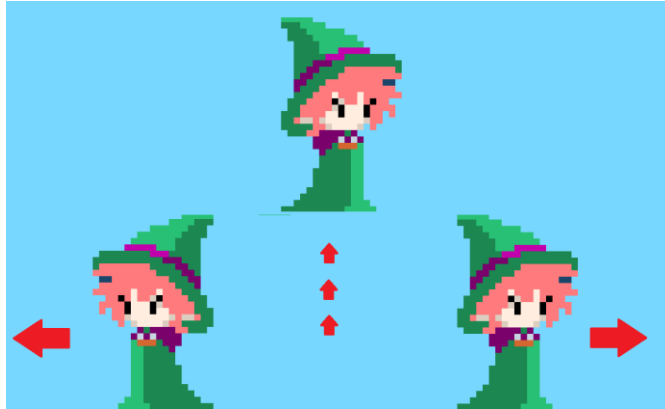


Figure 1

The character jumps a height equivalent to their height

Upon moving left or right, the character model will flip horizontally to match the direction the character is facing. Moving left makes your character face left, moving right makes your character face right. (Figure 2)

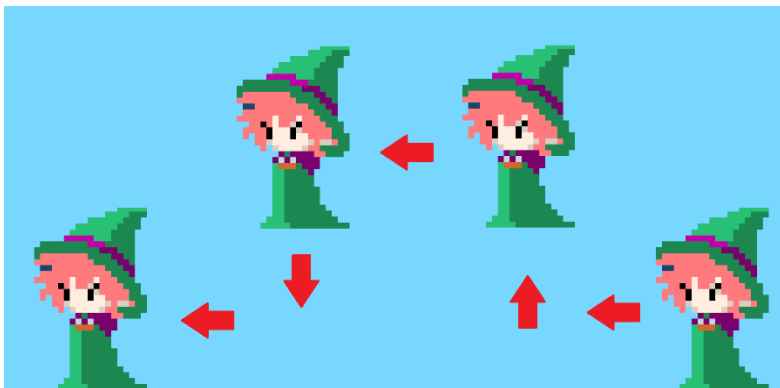


Figure 2

While moving, once a jump is initiated your character's forward momentum is locked. (Example: moving left, jumping left.)

This means that if you input the opposite direction you are traveling during a jump, your character will face the opposite way they are traveling. (Figure 3)

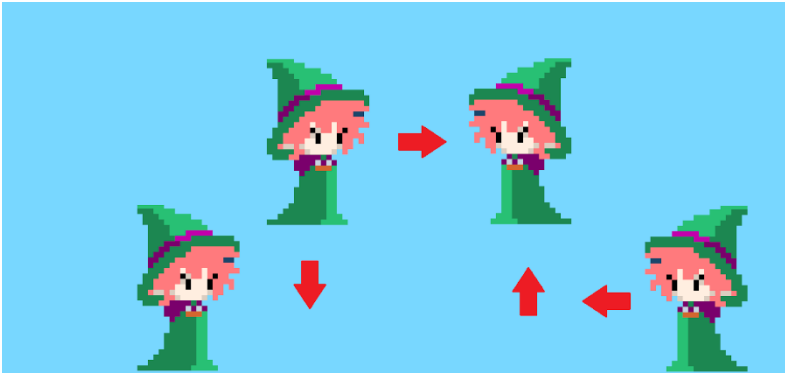


Figure 3

(Example: moving left, jumping left, facing right during jump)

This can be combined with another left input at the end of the jump to continue traveling forward once your character has landed.

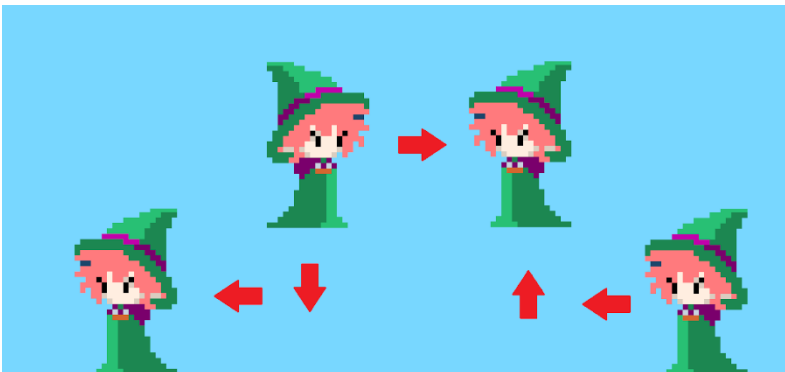


Figure 4

(Example: moving left, jumping left, facing right during a jump, landing facing left)

These physics mechanics work in coordination with each other to give the player more freedom in movement during combat with enemies and especially bosses. Allowing the player to attack enemies both in front and behind them gives the player more options in how they want to play the game.

Classes/Skills

Rogue

Low Damage, high mobility, average health.

Movement Ability

[Flash jump]

The player can press jump in the air a second time and the character will shoot forward a small distance.

(Cooldown: 1.5 seconds)

"Can be used to avoid enemies and traverse the map efficiently"

Skill 1

[Triple Throw]

(Figure 120)

The player will throw two throwing stars out of his hand, only hitting the first enemy the stars encounter.

(Cooldown: 0.7 seconds)

"Consistent source of damage, with a low cooldown allowing the player to constantly attack."

Skill 2

[Mega Star]

(Figure 121)

The player will throw out one large star doing damage to any enemy in its path.

(Cooldown: 1.5 seconds)

“Deals damage to any enemy in its path”

Skill 3

[Vanish]

(Figure 122)

Gain the ability to sneak by enemies for 2.5 seconds.

(Cooldown: 30 seconds, the cooldown will lower as the player levels up this skill.)

“Stealth will help you avoid the strongest foes, Use this wisely!”

Ultimate Skill

[Barrage]

(Figure 124)

45 Kunai's rain from the sky (3 rows of 15), falling through platforms and hitting an enemy that it passes through.

(Cooldown: 1.5 minutes)

“Rain kunai from the sky, causing high damage to any enemy in its path”

Mage

High damage, Average mobility, Low health.

Movement Ability

[Teleport]

(Figure 129)

Instantly teleports the player a short distance.

(Cooldown: 3 seconds)

"Can be used to avoid enemies and traverse the map efficiently"

Skill 1

[Fire Ball]

(Figure 125)

Single target, slow-moving, projectile that does a fair amount of damage.

(Cooldown: 1 second)

"Important skill that will be a key source of damage"

Skill 2:

[Arcane Blast]

Area of effect damaging skill that does medium damage to multiple enemies.

(Figure 126)

(Cooldown: 6 seconds)

"Good skill for dealing with hordes of weak enemies"

Skill 3

[Ice Barrage]

(Figure 127)

Iceicles fly towards the enemy. This is an area of effect damaging skill that does high damage to a few enemies

(Cooldown: 6 seconds)

"Used to deal with 2-3 strong enemies at a time"

Ultimate

[Lightning Bolt]

(Figure 128)

Single target, high damage lightning bolt that strikes from above.

(Cooldown: 5 seconds)

"High damage, boss killing skill. Save for the strongest enemy"

Warrior

Movement Ability

[Dash]

(Figure 134)

Moving the player forward a short distance, can be used in tandem with a jump to gain further distance.

(Cooldown: 3 seconds)

"Can be used to avoid enemies and traverse the map efficiently"

Skill 1

[Double Slash]

(Figure 130)

Single target, the warrior slashes his sword twice dealing two hits to the nearest enemy within his range.

(Cooldown: 1 second)

"Important skill that will be a key source of damage"

Skill 2:

[Whirlwind]

The warrior spins around slashing his sword, dealing constant damage per second to the closest enemy within range.

(Figure 131)

(Cooldown: 6 seconds)

"Great skill to add in combination with a double slash."

Skill 3

[Shielding Cry]

(Figure 132)

The warrior gains a temporary shield that increases his current health by a small margin. When the shield expires (5 seconds) the warrior's health is refilled.

(Cooldown: 60 seconds)

"Great for keeping the warrior alive."

Ultimate

[Hail of Blades]

(Figure 133)

Rain swords from the sky in a linear direction depending on what way the warrior is facing.

(Cooldown: 40 seconds)

"Great way to deal with enemies outside of the melee range."

Boss Mechanics

Boss 1

Skill 1:

The boss will fly around the map bouncing off each wall.

The player will take damage if at any point the boss and the player collide.



Figures 5 - 8

The first boss flies around the arena bouncing off each wall that it encounters

Skill 2:

Shoots a slow-moving projectile towards the player's position. The projectile will not follow the player.

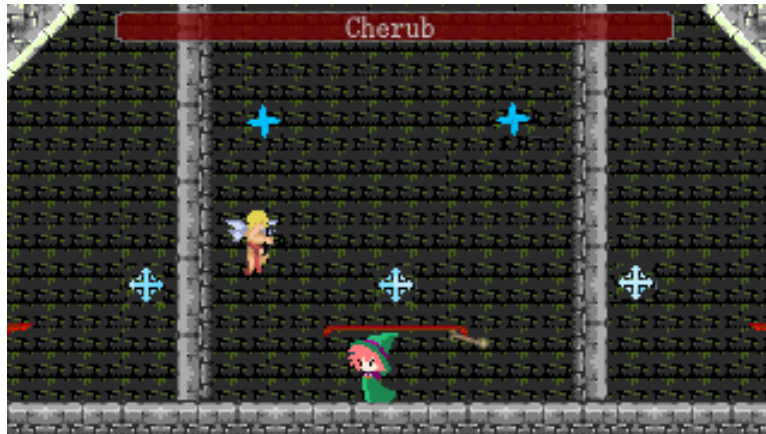


Figure 9

Basic Attack:

The boss rotates around the map at the floor level. The player uses platforms to dodge the boss.

The boss also rotates around from floor level to platform level to keep the player moving.

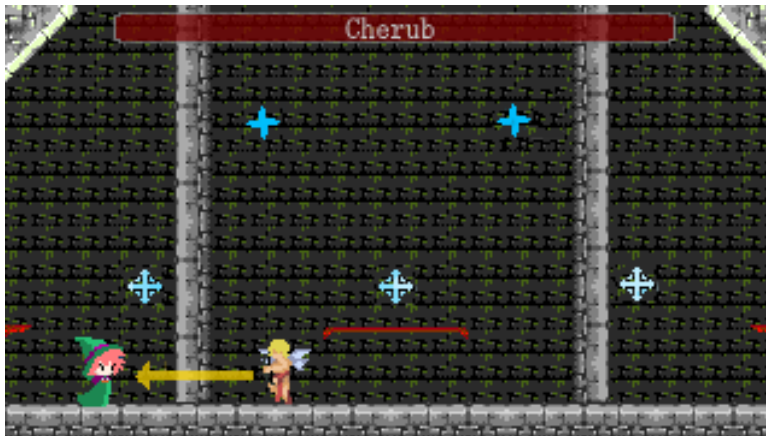


Figure 10

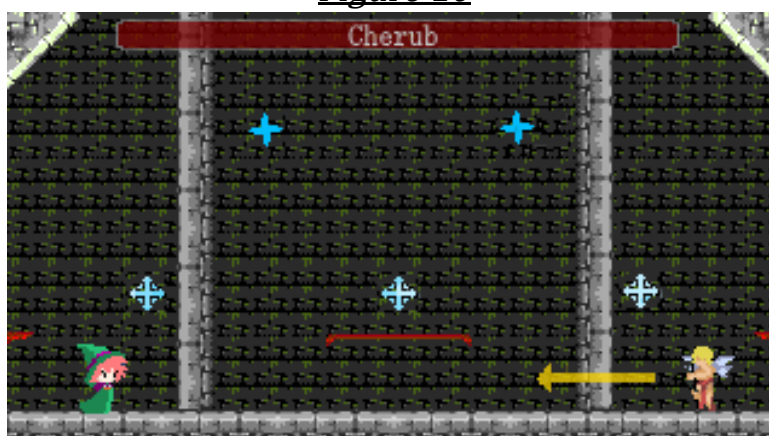


Figure 11

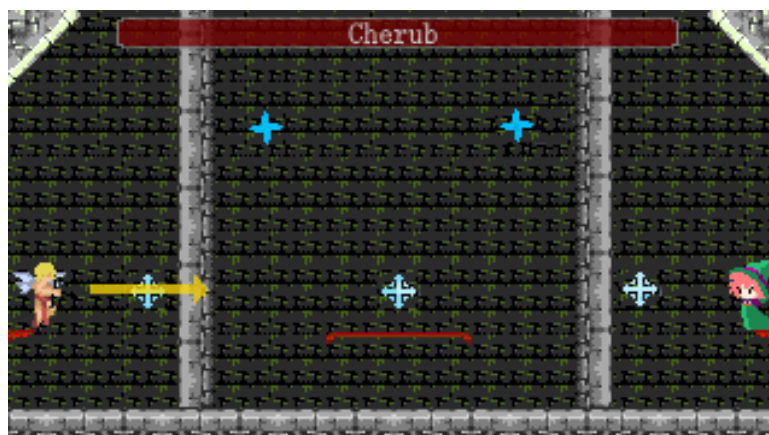


Figure 12

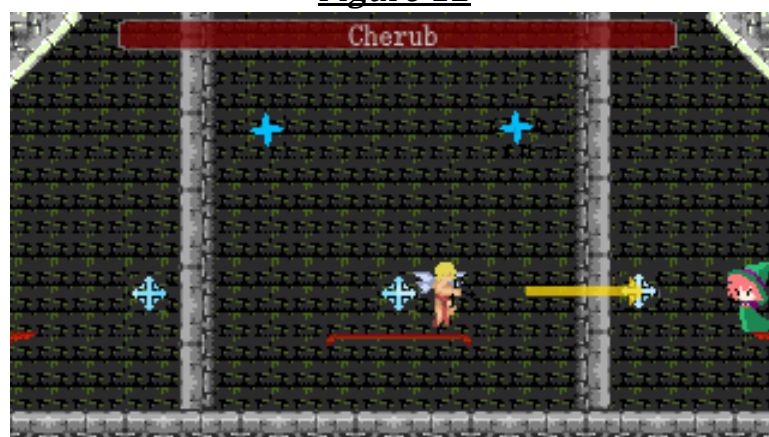


Figure 13

Boss 2

First Phase:

The boss will start as a small angel holding a sword.

Skill 1:

Shoots 3 separate fireballs in the direction of the player. These will not follow the player and are slow-moving so they can be easily dodged.



Figure 17

The archangel shoots fireballs toward the player.

Basic Attack:

Flies toward the player swinging his sword the player will have to use the jump mechanic to kite back away from the boss to avoid his damage.

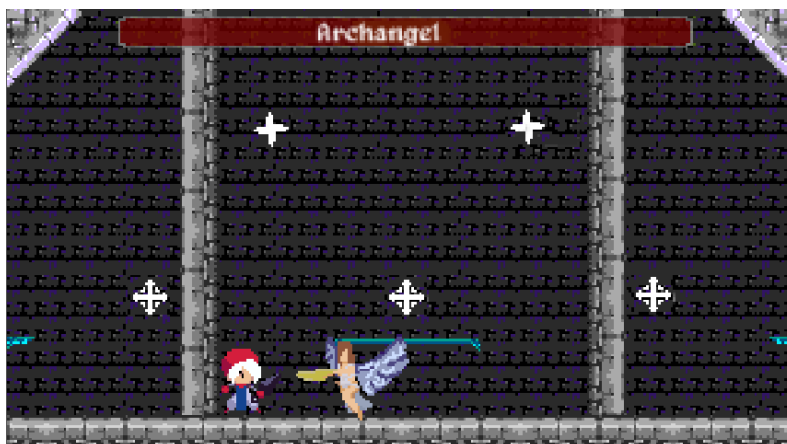


Figure 18

The archangel attacks the player.

Phase 2:

Once the boss has been defeated, he will fly to the center of the map and changes form into a bigger angel. The boss's HP bar will be filled back up and the second phase of the boss begins.

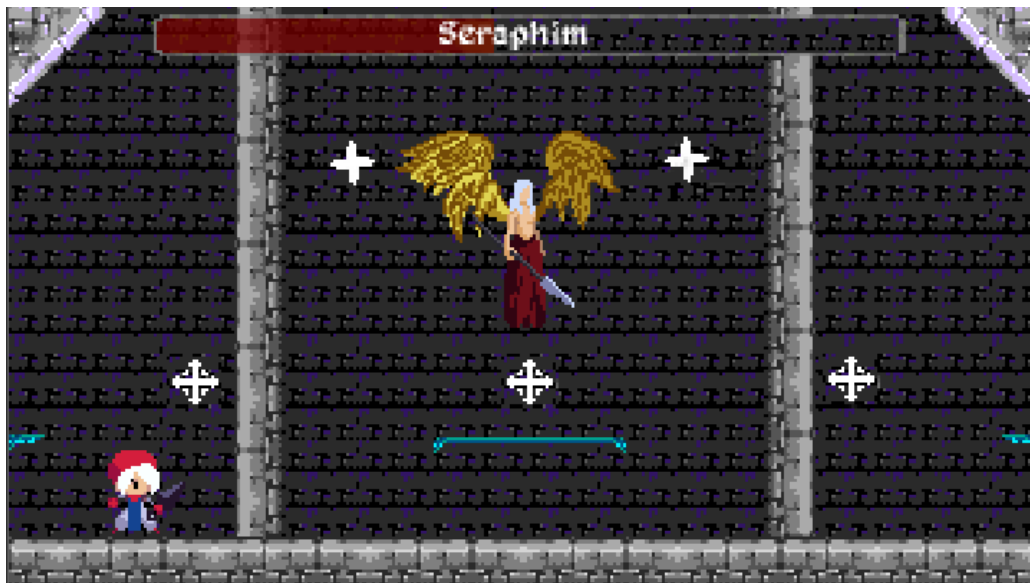


Figure 19

Basic Attack:

The boss walks across the map like the first boss but this time the boss's hitbox is big enough to hit players on top of the platforms as well.



Figure 20

The Second boss patrols the bottom platforms

Skill 2:

The boss will fly to the top of the map and drop javelins under him. players can either hide under the platforms or dodge the javelins.

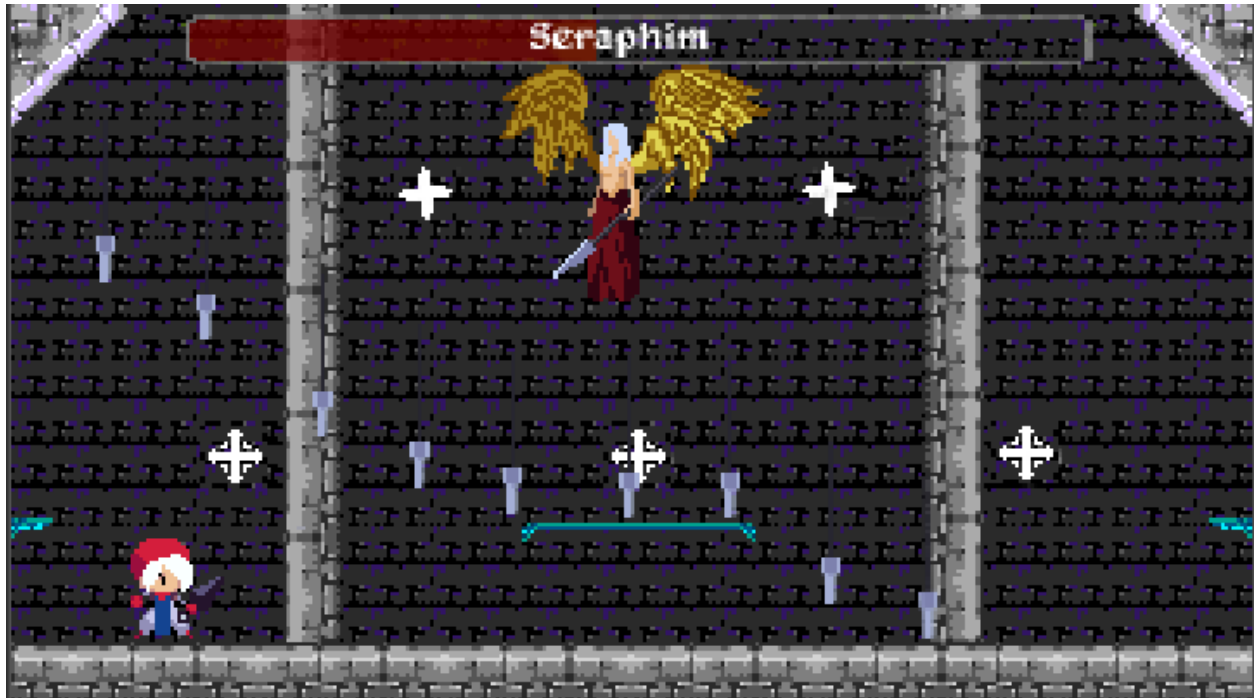
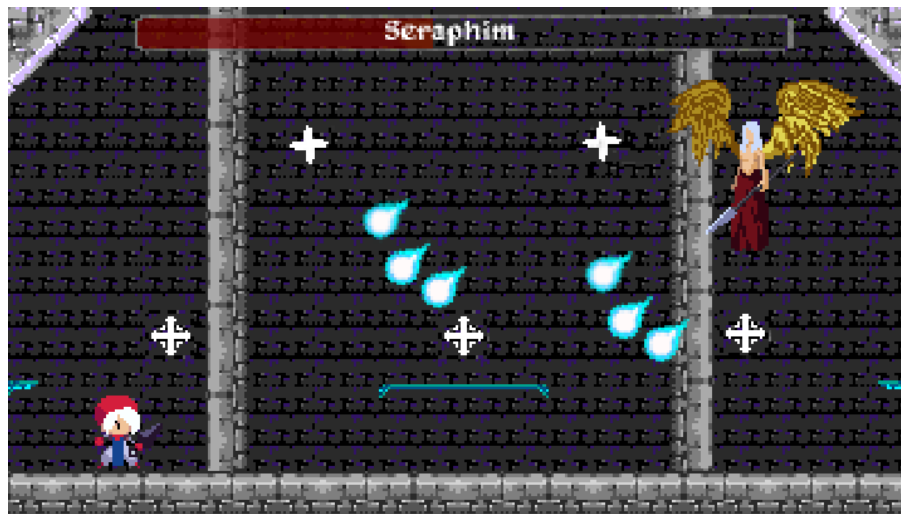


Figure 21

Javelins rain from above.

Skill 3:

Constantly shoots 1 set of 6 fireballs in the direction of the player. Following the player.



Types of mechanics

Internal economy

Health

The most valuable resource in Friend-Zoned is health, losing all your health means you die, and are sent back to the hub world. A percentage of the players' health will be regenerated over time. Another way of replenishing the players' health is using health potions.

Skills

Skills are what the player will use to interact with enemies. Skills range from melee and projectile attacks to character buffs and movement abilities.

Experience

Experience points are dropped from monsters after they are defeated. The player can collect the experience points by walking over them. Once the player has accumulated the required number of experience points for that level. They will level up, granting them a skill point, and a new required number of experience points for a new level.

The levels range from 1 – to 60. Each level requires more experience than the last.

Each time the player levels up they are given 1 skill point.

Skill Points

Skill points are granted after a player has leveled up.

Skill points can be used to increase the strength of a skill. Skill points cannot be applied to movement skills. Skill points that apply to defensive-related skills (ex: vanish) will decrease cooldown, instead of increasing the strength of the skill.

Cooldowns

After using a skill, that skill cannot be used for a while. This time is indicated on the UI by a number displaying the number of seconds until the skill can be used again.

Coins

Enemies also give coins, the stronger the enemy the more coins will drop. Coins can be used at the Shopkeeper located in the main hub of Friend-Zoned. The Shopkeeper sells health potions that allow you to replenish your health at any level.

Progression mechanisms

Levels

The most crucial progression mechanism in Friend-Zoned is gaining experience and leveling up.

Experience is gained by defeating enemies and bosses. The stronger the monster or boss is, the more exp the player will be rewarded with. If the player is multiple levels higher than the monster, the experience gained will be reduced.

Once a player reaches an adequate amount of experience regarding their level, their level will increase by one, and the player will be granted a skill point.

Skill points can be used to increase the level of individual skill by one.

Skill points cannot be applied to movement skills or ultimate skills.

Skill points are applied to the skills using the skill point UI popup.

Each skill can have a maximum of 15 skill points used to upgrade that skill. Once a skill has been upgraded 15 times, the player will not be able to assign skill points to that skill.

Since each skill can be upgraded 15 times, and there are 4 skills per character, with a total of 60 levels. This means that at level 60 every skill that can be upgraded will be fully upgraded.

World Related Progression

In Friend-Zoned, levels affect what content your character can realistically do. If you are level 20, you might have difficulty with an enemy, which has a level of 30.

In Friend-Zoned, the main progression mechanisms are going to be the leveling of the character. The player may enter any world they like at any point in time. However, the player may find that depending on the current level of their character, they will die very quickly when attempting to fight enemies at a higher level. Attempt it any earlier and you will not be strong enough. The maximum level for each character is level 60. Most of the progression can be completed at around level 20 as long as the player is skilled enough.

Tactical maneuvering

Movement Skill

Each of the classes has its own movement skill whether that be a dash or teleport. They will be able to use these skills at any point and time during their play-through as long as the skill is not currently on cooldown.

Social interaction

Friend-Zoned is a strictly single-player game. There will be no player-to-player interaction, however, the player will be able to prompt a dialogue upon entering certain levels.

Kinds of play

Role-Playing

Friend-Zoned has a main genre of Role-Playing or RPG. Similar to typical RPG games, Friend-Zoned has a multitude of classes such as Rogue, Warrior, and Mage to play with each class encapsulating their respective roles. When designing the classes, the team made sure to have a variety of playstyles incorporated between the classes to make sure that each type of player was satisfied.

Skill-Based

Although Friend-Zoned is an active skill-based game. No matter the skill level of the player, they may still progress. Players with a higher active skill level may progress at a faster rate. Players with a lower active skill level might have to level up more to compensate.

Ten game design tools

Constraints

Level

Skill Point System

Upon killing enemies, the player will have to walk over the experience points that are dropped on the ground at the coordinates of the now fallen enemy. This will reward the player with experience points. Upon reaching the threshold for leveling up, the player will increase their level by 1 and obtain one skill point. Using the menu that has now popped up at the bottom the player will choose a skill to level up. Leveling up this skill will increase its damage value. Each skill can be leveled to a maximum value of 15.



Figure 23

Levels will be the player's main constraint. Every level up is rewarded with skill points, making the player much stronger. The player will struggle to kill enemies of a much higher level because of the sheer power difference. It is recommended to start at lower-level monsters and work your way up till you are strong enough to fight all the bosses and monsters in the game.



Figure 24

When the player levels up, they are rewarded with skill points.

Power Dynamics

The scaling of the game was meticulously tested and balanced accordingly. Each skill should feel weak at the start of the game. When the player levels the skill up, the damage will increase drastically. Through vigorous testing, the team made sure that each skill had its specific use case.

Direct and Indirect interactions

Direct Interaction

The player will directly interact with are Portals, ladders, enemies, experience and coins, and the shopkeeper.

Platforms

Platforms will allow the player to reach a higher altitude without sacrificing the ability to move on the horizontal axis, players will be able to jump through the bottom of a platform and land on top, as well as fall through a platform by pressing the down key.

Portals

Portals will allow the player to travel from map to map, the player will need to walk up to the portal and press the up directional arrow key to traverse into the new map.

Ladders

Players will use ladders to travel to parts of the map that are otherwise inaccessible. The player will interact with the ladder by walking up to it and pressing the Up directional arrow key and holding it to climb the ladder.

Enemies

The player will use their abilities to kill the enemies, these enemies reward the player with experience and coins with a slim chance of dropping the player a weapon.

Shopkeeper

The player will walk up to the shopkeeper located in the house in the main hub and press the up-arrow key. The player will then be prompted to buy potions from the shopkeeper using the coins they collected from killing enemies.

Experience Points

Upon killing an enemy, the player will notice that an experience point has dropped on the ground. Walking over these experience points will reward the player with Exp. Upon reaching the maximum experience value, the player will level up gaining a skill point and resetting the experience bar to 0. (Figure 143)

Coins

Upon killing an enemy, the player will notice that an orange coin has dropped on the ground. Walking over these coins will reward the player with currency. (Figure 144)

Indirect Interaction

The character will indirectly interact with the Game Objects that the level is built on including the ground, the walls, and platforms.

Goals

Level up to the maximum level (60) and defeat the two main bosses. Starting at level 1, the player must explore the world killing enemies along the way, each time an enemy is defeated it will reward the player with experience points. These experience points will level up the player. Upon leveling up the player will become stronger and able to potentially move on to the next map. This loop will continue until the player has defeated both bosses.

Different players have different goals within the context of Friend-Zoned, some players might try to complete the game as fast as possible, while others might focus on making their character as strong as possible. The main goal of Friend-Zoned is to complete both worlds by destroying their respective bosses. But goals like visiting every level and achieving the maximum level (60) are optional.

Challenge

Completing the game will be the player's greatest challenge. However, the player will run into issues along the way when trying to battle enemies of a higher caliber. Each class has its pros and cons. The player needs to understand the strengths and weaknesses of the character they've chosen to play as. To complete the game the player must defeat both bosses. There is no level requirement to defeat the bosses even though there is a recommended level.

Skill, Strategy, Chance & Uncertainty

Skill

An important aspect of Friend-Zoned is the ability to play at your own pace. Progression can be accomplished at any time but being at a lower level than enemies in any given area will be a difficult challenge. If the player is struggling in a particular area, they can always backtrack and defeat easier enemies to gain more strength. When it comes to the gameplay loop, the player will have to learn how to effectively rotate around the map killing enemies along the way. Since it is ideal that the player stay in a single map and rotates around it killing enemies until they are at the appropriate level to move Players' onto the next.

Strategy

Player's strategies will heavily depend on the class that they have chosen. With each class being unique, players will have to adapt to the strengths and weaknesses that come with that class. For example, Warriors will be able to fight head-on and although they might not do as much damage as a mage, they will not have to worry about getting killed as quickly since they have much more health. However, Mage players will have to learn to take advantage of the environment around them and fight more whimsically as a few hits from an enemy could take them out.

Chance & Uncertainty

Chance and Uncertainty are present in the enemy spawn points and level. Each map has a collection of spawn points that are strategically placed. Any an enemy is killed, a new enemy will spawn in their place at a random location, they will also spawn with a random level between a certain range depending on the map the player is currently in. The enemy's level will depict their health, damage, and values such as experience and coins that they player will receive upon killing them.

Decision making and feedback

In Friend-Zoned the main decision that the player will be making is what class they are going to be in. This is a crucial decision because it will shape how the player approaches the game and how their playstyle will be. Picking a ranged character will mean that the player will be attacking monsters from far, while if you choose a melee class you will be much closer to the monster when fighting. Each class will also have different strengths and weaknesses such as how much damage they will be able to inflict on monsters or how much health they will have.

Abstraction

When it comes to abstraction, Friend-Zoned encapsulates aspects of rock-climbing and weightlifting. The player will progress through the maps, climbing from platform to platform. Similar to rock climbing, there is no true path to the end of the game. The player must utilize their intuition to find the most optimal path to progress. The character grows in strength by gaining experience points. These experience points are rewarded from killing monsters, similar to the strength gained by lifting weights. Repetitions of killing enemies are key to leveling up in Friend-Zoned. Reaching the maximum amount of experience points will level the player up. Upon leveling, the player will be awarded skill points. The player can use skill points to increase the damage of specific skills. These skills are chosen at the hand of the player. Friend-Zoned has many unique worlds all with detailed visuals. Many of these levels contain floating islands high up in the clouds, oddly colored grass and foliage as well as unique monsters.

The setting for Friend-Zoned is based around the day and night cycle of the world. As you progress through each level of the world the time of day will change on each map. The player will progress through these dynamic landscapes, having to pass through platform-filled maps and by defeating hordes of enemies. As the player progresses into the second world, they will notice the atmosphere darkening around them. Playing through each stage makes the character stronger as they continue to kill enemies, which prepares them for harder encounters to come, such as bosses.

Storytelling

The world of Friend-Zoned is linear, as long as the player continues towards the right, they will eventually reach the last boss. There are no indicators on which way the character must progress, other than the portals. It is up to the player to realize that the further right they continue, the stronger the monsters get until they eventually reach the boss level. A lack of forced continuation allows the player to progress through each level at their desired pace

Context of Play

Friend-Zoned is a single player RPG game available on PC. Through downloading the game, users can play either at the comfort of their own home or within public spaces.

Patterns

The main pattern is the gameplay loop, the player must rotate around the map killing enemies as they spawn, rewarding them with experience that will eventually lead the player to leveling up. All maps were designed with this gameplay loop in mind and are optimized for the best player experience possible. This will be refined during the testing phase.

Game Resources

Cooldown Timer

Cooldown timers will directly impact the players decisions on what skills to use. Each skill has a specific cool down timer, while a skill is on cooldown the player is not able to use it. Once a skill is used once it will trigger the cool down.

Experience

Experience is the resource that players will use to level up. This resource can be obtained by killing monsters.

Health

Health is the resource that will determine whether the player is alive or not, if at any point this value drops to 0, the player will be forced to respawn at the main hub.

Money

Money is the resource used to purchase consumables at the shopkeeper, this resource can be obtained by killing monsters.

Skill Points

Skill points is the resource players will spend upon leveling up. These skill points will be used via the UI at the bottom of the players screen above the skill points themselves. When a skill is leveled up, the damage will be increased.



Figure 25

The mages UI with the option to level up, upon leveling the small green number will increment under the skill.

Economy

Sources

All classes will start with a certain amount of health potions, upon using these potions the player will gain a set amount of health points.

Drains

Enemies dealing damage drains the players health.

Converters

Enemies convert damage from the player into experience and coins.

Traders

Levels gained from experience points grant skill points which are used increase the skill's level, this will make the player more powerful. Coins can be traded to the shop NPC for health potions.

Feedback Loops

Players are rewarded with experience after defeating an enemy. This experience is used to increase the players' strength, allowing them to fight stronger enemies. If the enemy is too strong for the player to defeat. The player can backtrack and fight weaker enemies to gain more experience. Which can then be used to make the player stronger. This ensures that the player is progressing at a steady rate.

Preventing Deadlocks

If the player dies, they will respawn at the hub of that world. (Section 1-1 or 2-1) they will also respawn with 25% of their total health. Health can be regained by buying health potions at the shop using coins. If the player has no coins and is too low health to defeat enemies to gain coins, a deadlock will occur. Initially, to stop this, all classes in Friend-Zoned had health regeneration when out of combat. The players can stop, regain their health, and continue progressing. Upon testing the team realized that this feature was not needed and made the game much less challenging.

Identification of target audience

Ages 12-25 will be the target audience for Friend-Zoned

Expected level of experience

There is no prior experience needed to enjoy Friend-Zoned. Players can download it and start playing at their own pace. Friend-Zoned is also incredibly unique in that it can be completed in multiple ways. Players with lots of experience can try and breeze through the game. While players with less experience might want to take things slow.

Release platform

Friend-Zoned is going to be released exclusively on Windows.

Player type

Friend-Zoned is a game that caters the most to the Explorer and Killer player types.

Explorers will be satisfied by the variety of diverse ways the game can be completed. Since the player is not forced on a specific path towards the end, players have multiple ways to progress forward. Friend-Zoned also has 3 classes all different from each other, giving the player even more to explore.

Killers will be satisfied by the challenge of Friend-Zoned, since the boss in each world can be challenged as soon as the world is unlocked. Killers are encouraged to fight the boss as soon as they can, even if they are at a much lower level. This will be a difficult challenge even for skilled players.

ESRB rating

ESRB E 10+ Anyone above 10 years old can play, but the demographic that will enjoy this type of game will be gamers 12 - 25.

Assets

Tile Sets

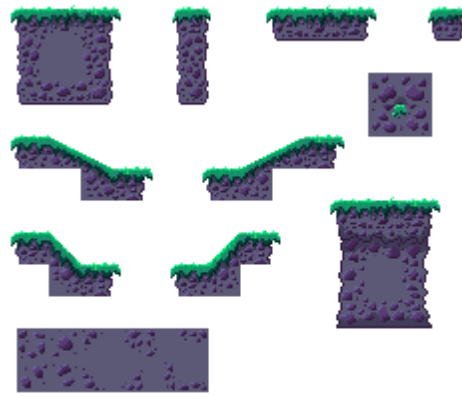


Figure 27
The Tile-set used for the platforms.

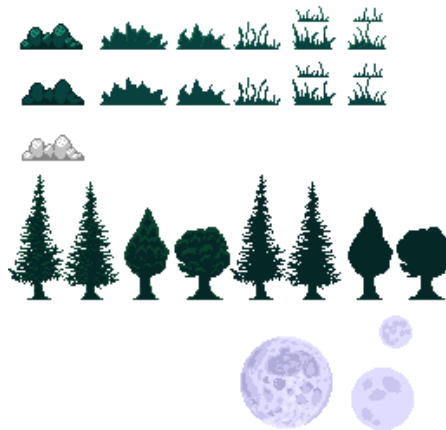


Figure 28
The foliage Tile set

Backgrounds

(Aspects of each used individual levels)



Figure 29

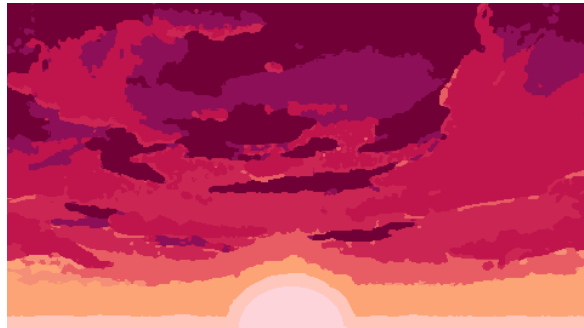


Figure 30



Figure 31



Figure 32

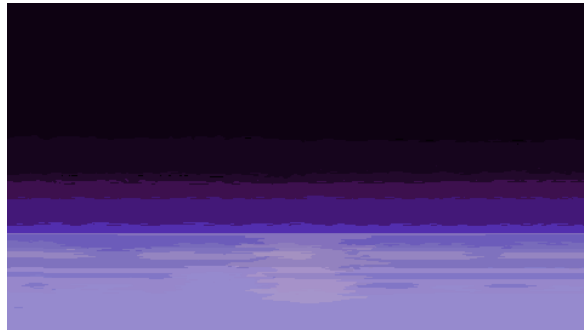


Figure 33

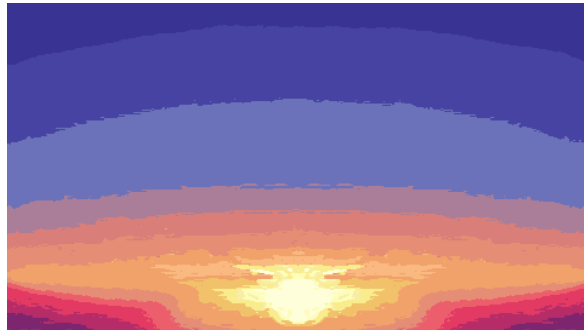


Figure 34

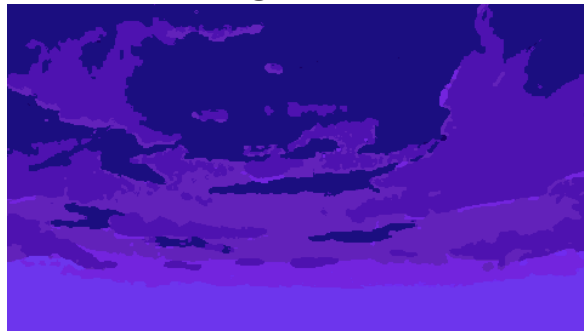


Figure 35



Figure 36



Figure 37



Figure 38



Figure 39



Figure 40

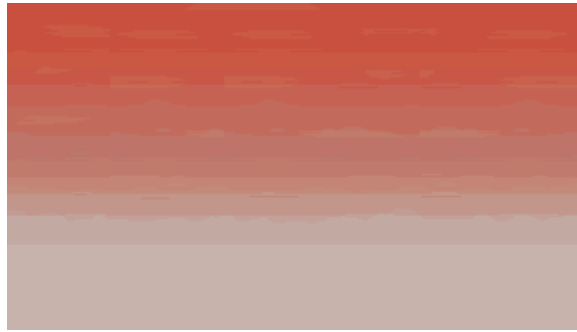


Figure 41

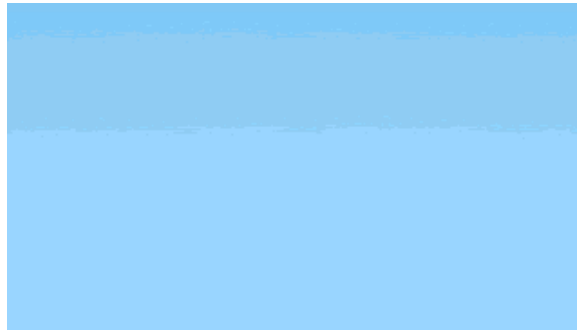


Figure 42



Figure 43



Figure 44

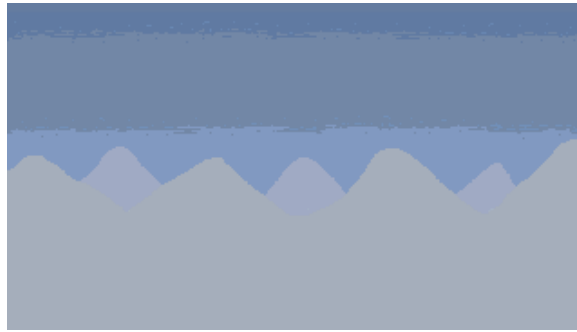


Figure 45



Figure 46



Figure 47

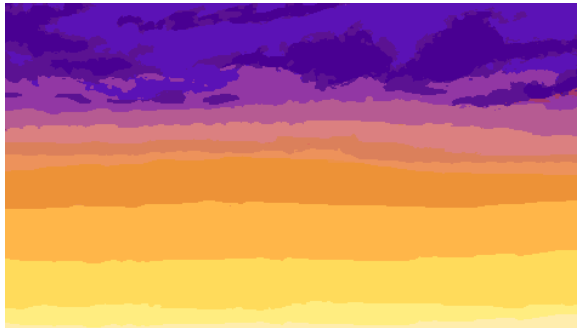


Figure 48

Misc.

(Aspects of each used individual levels)

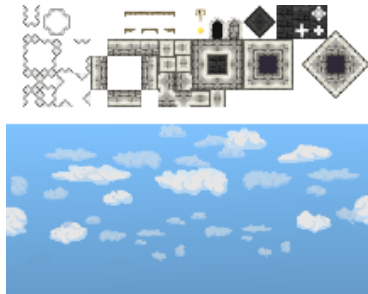


Figure 49(This tile set was used in the boss arena)



Figure 50



Figure 51



Figure 52



Figure 53



Figure 54



Figure 55



Figure 56



Figure 57



Figure 58



Figure 59



Figure 60



Figure 61



Figure 62



Figure 63



Figure 64



Figure 65



Figure 66



Figure 67



Figure 68



Figure 69



Figure 70



Figure 71



Figure 72



Figure 73



Figure 74



Figure 75



Figure 76



Figure 77



Figure 78



Figure 79



Figure 80



Figure 81



Figure 82



Figure 83



Figure 84



Figure 85

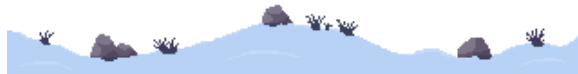


Figure 86



Figure 87



Figure 88



Figure 89



Figure 90



Figure 91



Figure 92



Figure 93



Figure 94



Figure 95



Figure 96

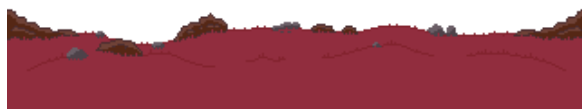


Figure 97



Figure 98



Figure 99



Figure 100



Figure 101



Figure 102



Figure 103



Figure 104



Figure 105



Figure 106



Figure 107



Figure 108

UI



Figure 109



Figure 110



Figure 111



Figure 112

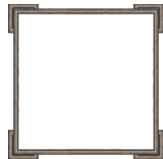


Figure 113

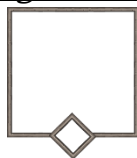


Figure 114



Figure 115



Figure 116
(Menu Button)



Figure 117
(Coins)



Figure 118



Figure 119
Rogue Skills

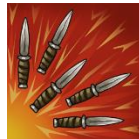


Figure 120 (Triple Throw)



Figure 121 (Mega Star)

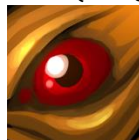


Figure 122 (Invisible)

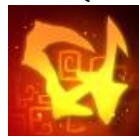


Figure 123(Shuriken Rain)

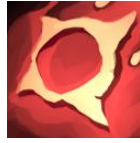


Figure 124 (Flash Jump)



Figure 125(Fire Ball)

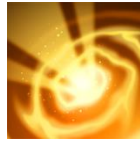


Figure 126(Energy Blast)

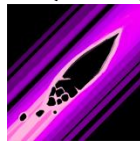


Figure 127(Impale)



Figure 128(Lightning Bolt)



Figure 129(Teleport)

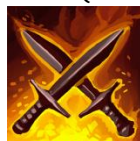


Figure 130(Double Slash)



Figure 131(Whirlwind)

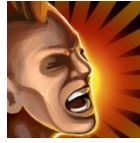


Figure 132(Shielding Cry)



Figure 133(Hail of Blades)



Figure 134(Dash)

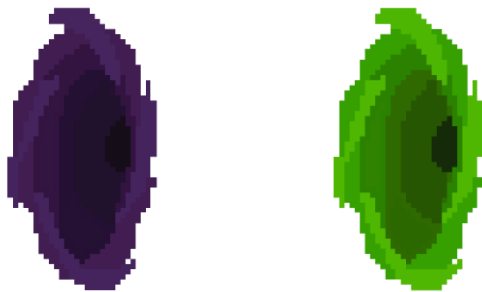


Figure 135 (Portals used in each map)



Figure 136(Ropes)

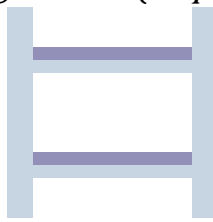


Figure 137

Characters

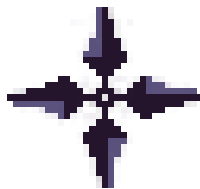


Figure 138(Mega Star)



Figure 139(Basic Kunai, (Triple Throw))



Figure 140(Shuriken Rain)



Figure 141(Rogue)



Figure 142(Mage)

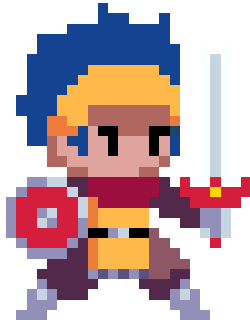


Figure 143(Warrior)

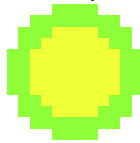


Figure 144(Experience Point)

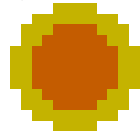


Figure 145(Coins)

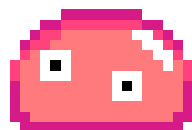


Figure 146(Slime Enemy)



Figure 147(Skeleton)

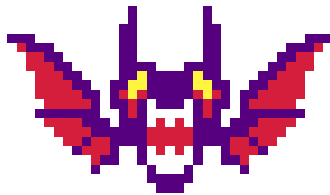


Figure 148(Bat)



Figure 149(First Boss)



Figure 150(Second Boss(Phase 1))



Figure 151(Second Boss(Phase 2))

Main Menu

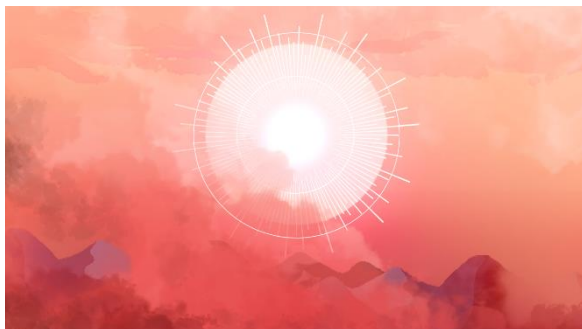


Figure 152

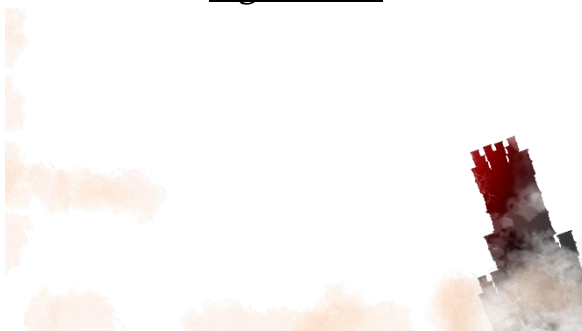


Figure 153

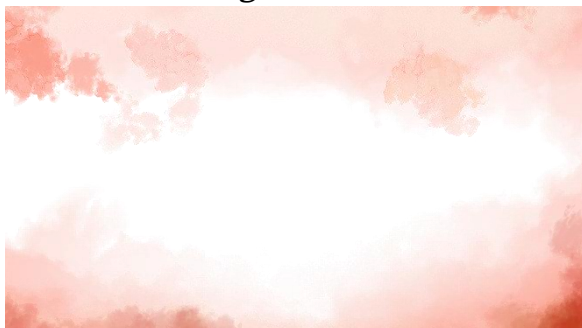


Figure 154

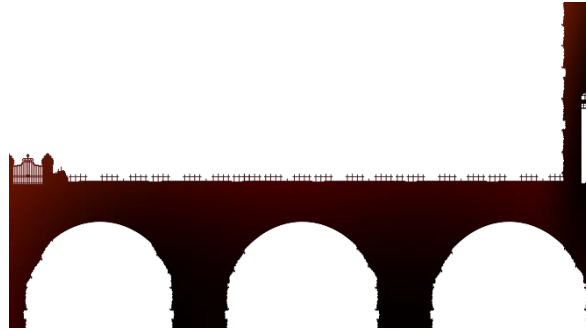


Figure 155

Prototype

Worlds

World 0-1

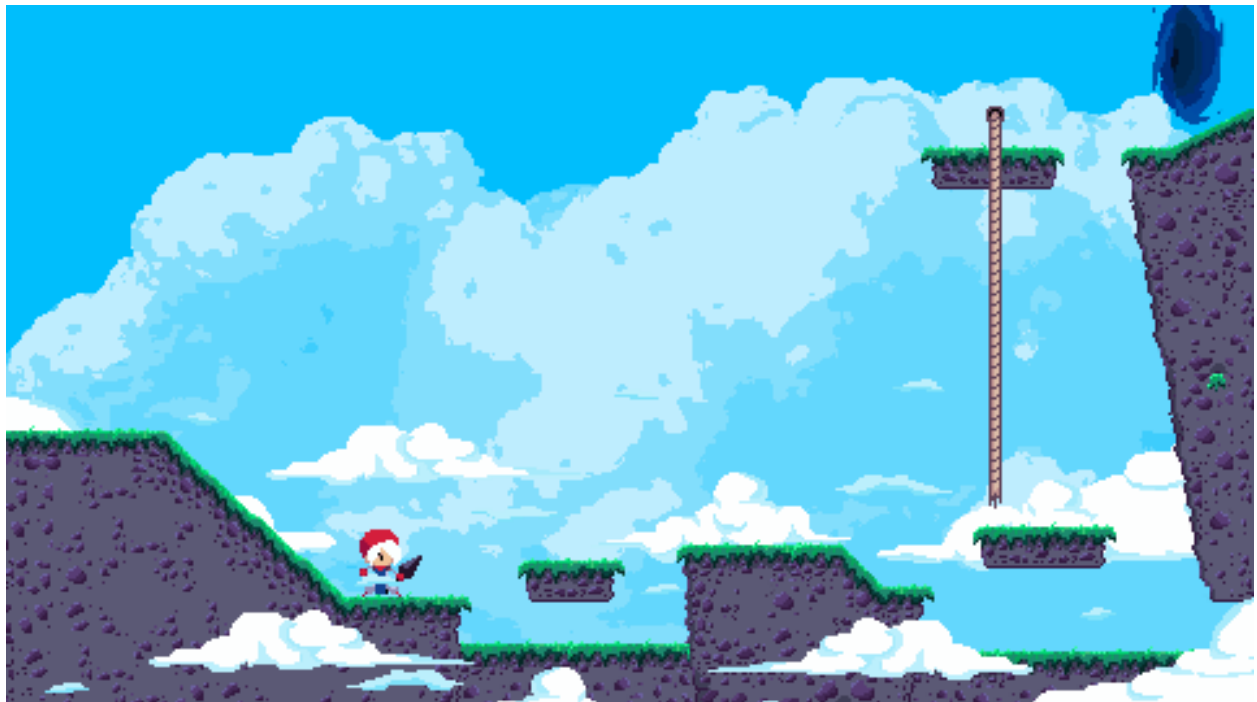


Figure 156
World 0-2



Figure 157

Main Hub



Figure 158
World 1-1



Figure 159
World 1-2

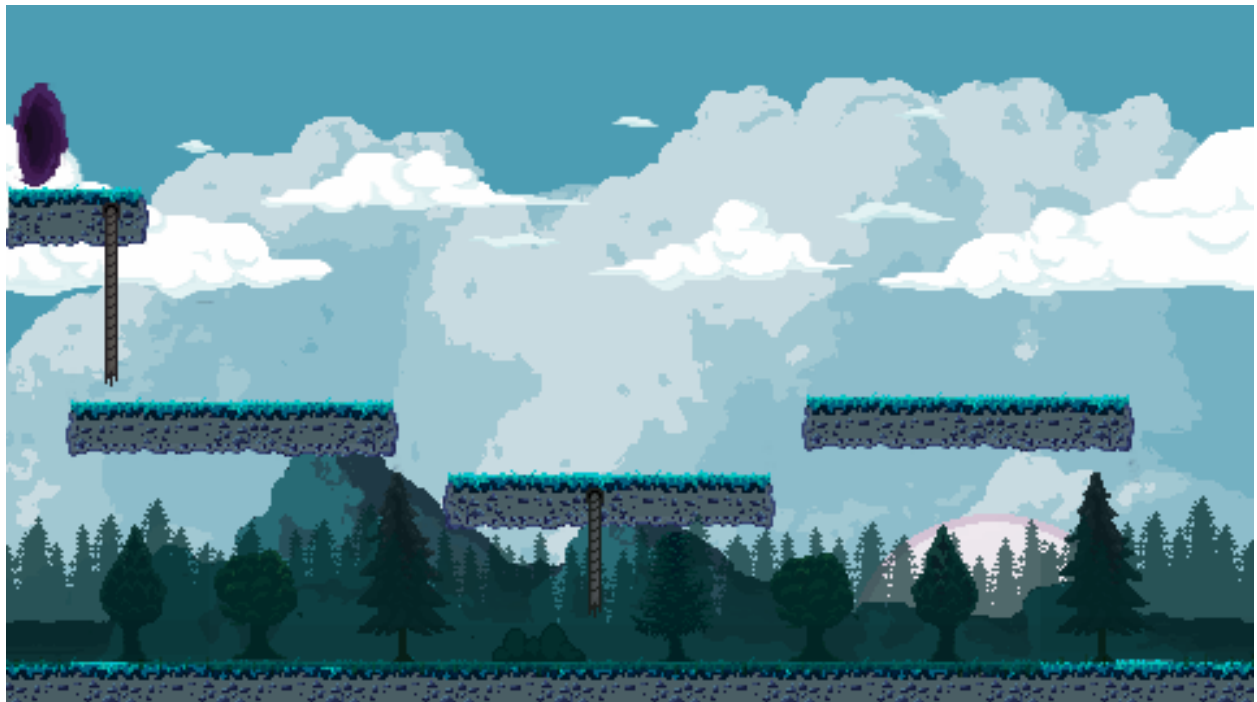


Figure 160
World 1-3

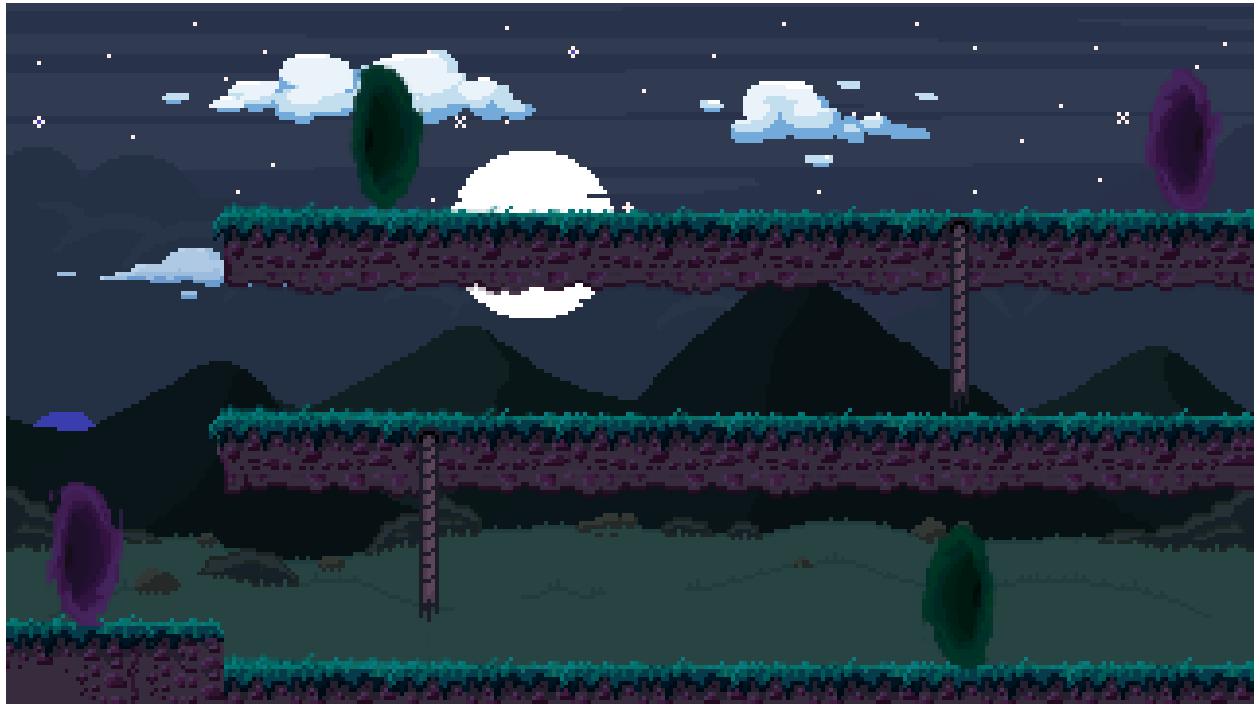


Figure 161
First Boss Parkour



Figure 162
First Boss Arena

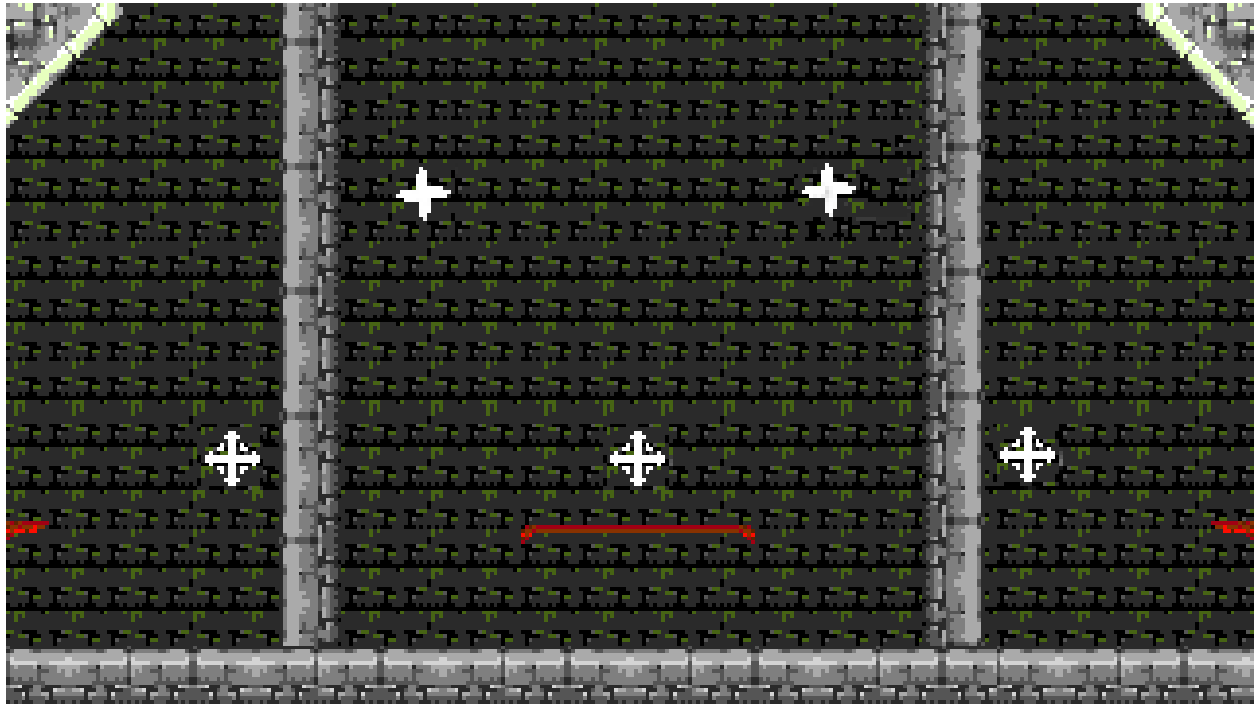


Figure 163
World 2-1



Figure 164
World 2-2



Figure 165
World 2-3

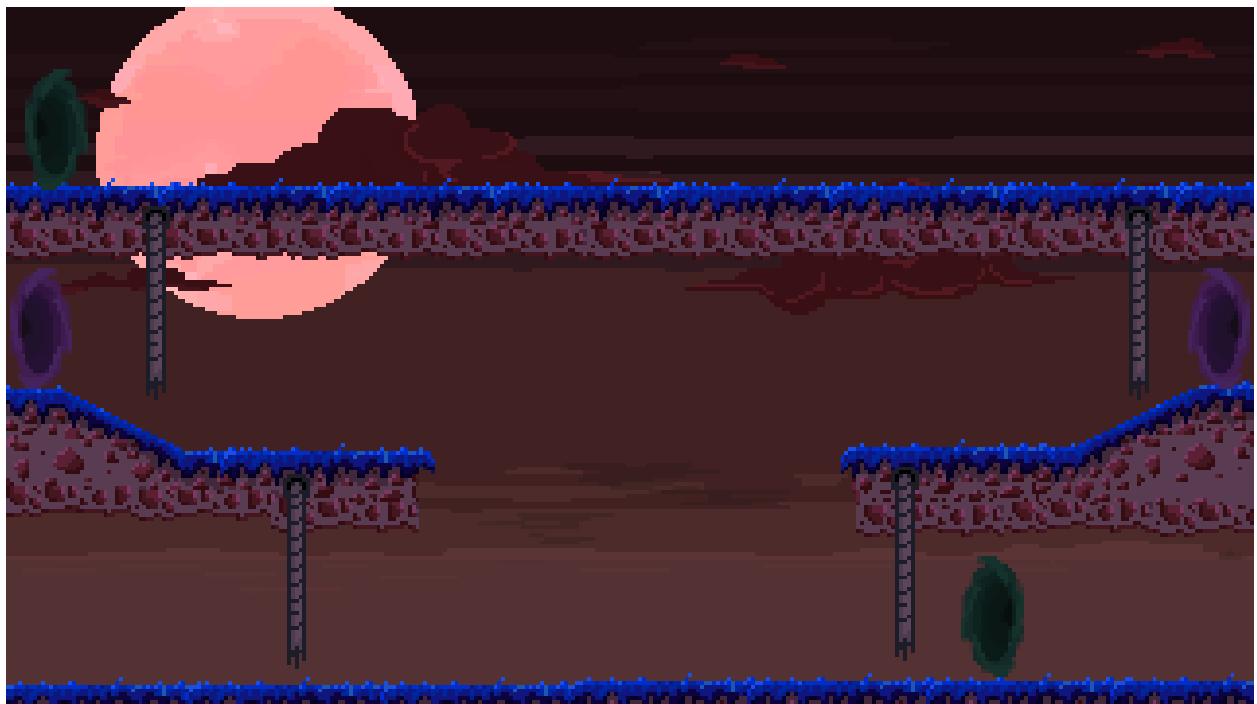


Figure 166
Second Boss Parkour

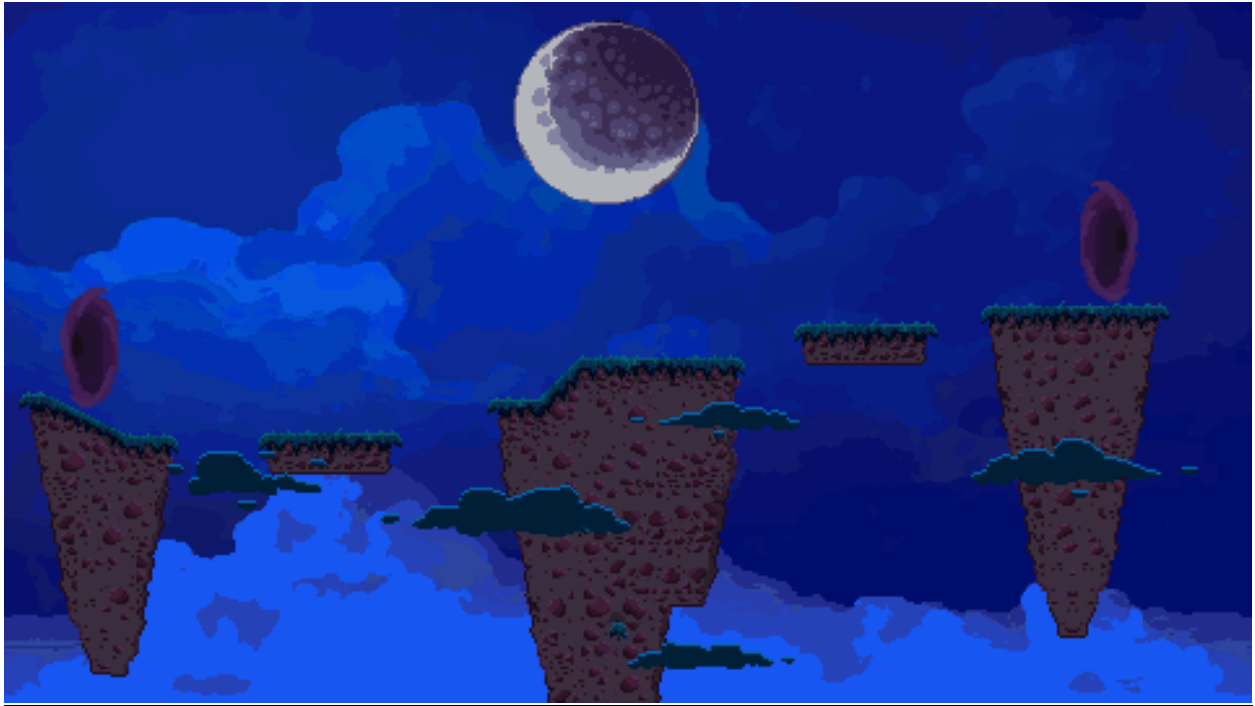


Figure 167
Second Boss Arena

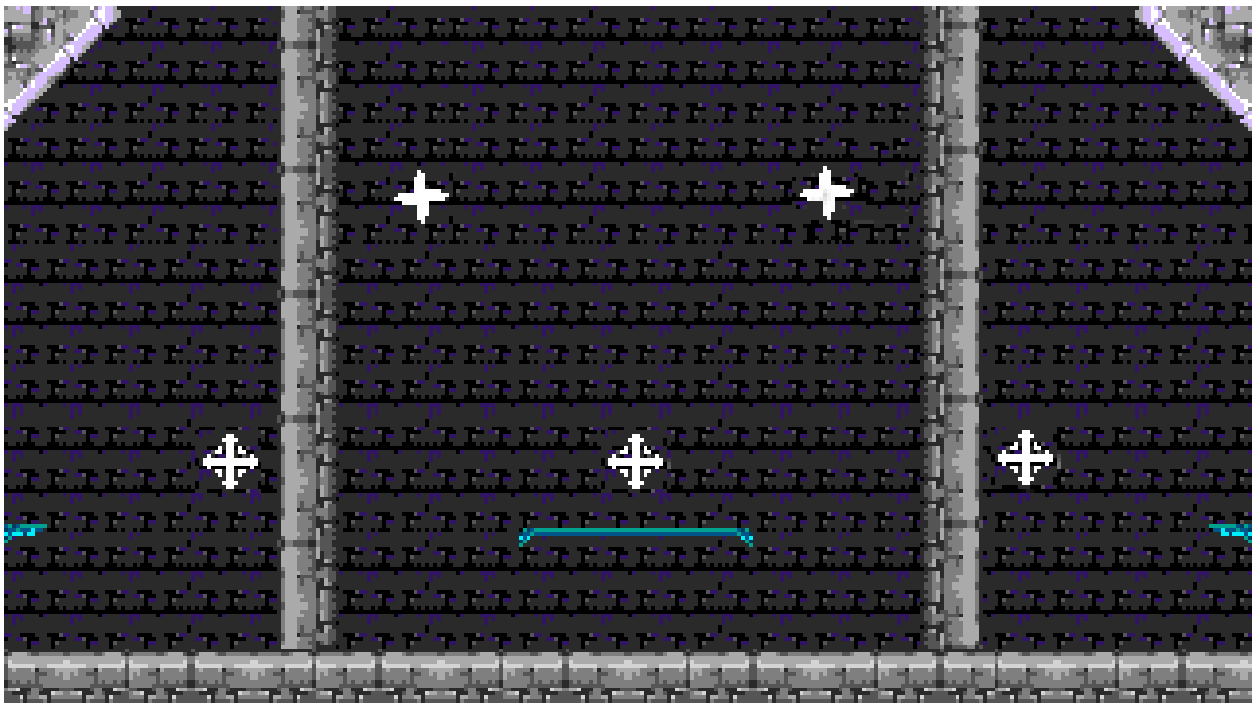


Figure 168

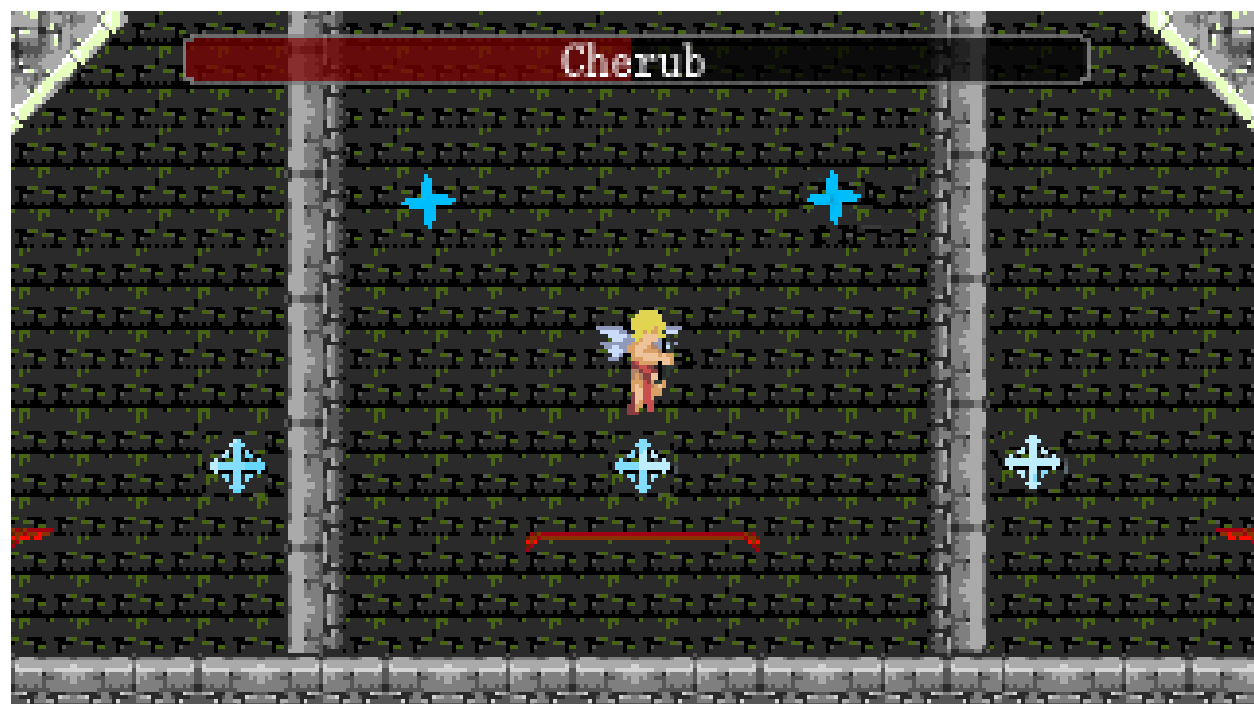


Figure 169

Menu/UI

Main Menu

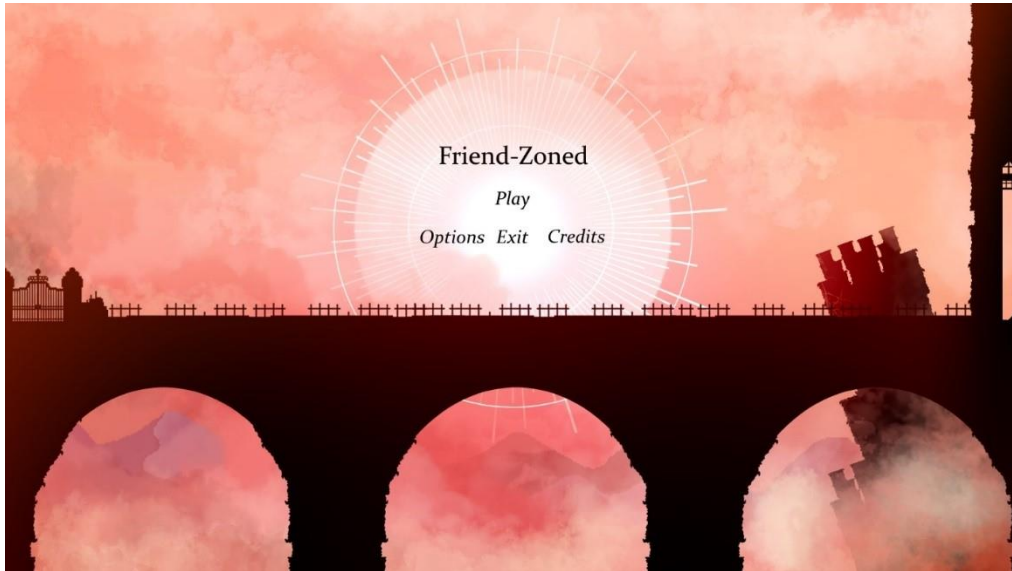


Figure 170

Character Select



Figure 171

GUI Rogue



Figure 173

GUI Wizard



Figure 174

GUI Warrior



Figure 175

Damage Numbers/ Level Up

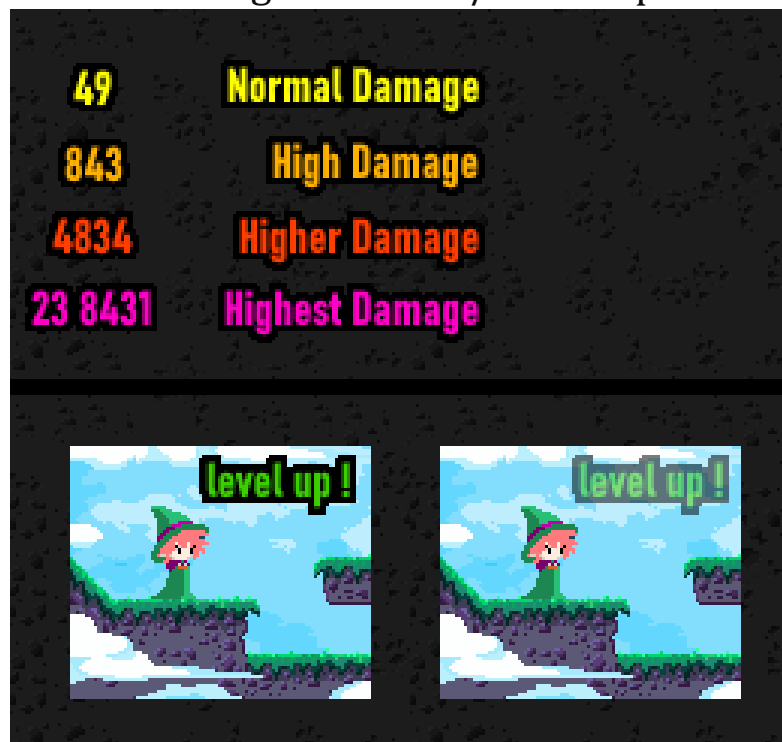


Figure 176

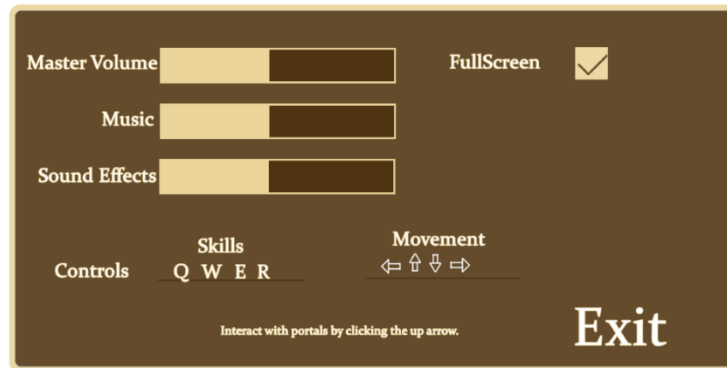
Dialogue



Figure 177(Shopkeeper UI)



Figure 178



Tip:

Figure 179

Testing

Initial Testing

Play testers were given a build of the game while being supervised by a member of the team (Dante Lenarduzzi). Players were given no exact instructions on the first initial test. Almost immediately it was apparent that the controls were not clear enough as a handful of players struggled to find the controls right away. After all of the players got a handle on the controls, a fatal bug was found. The developer made a change within the next few minutes to patch this bug and released a new version. Upon playing the second version of the game, it was found that the warrior class was extremely over-tuned as well as both of the boss's health pools were far too small.

Balance

Over the course of 14 different updates, multiple changes were made including the warrior's skills, specifically, his double slash (Figure 130) was adjusted to remove the life steal as well as lower the damage scaling. The mage required an overhaul, and their scaling was adjusted as required to increase their total damage output along with adjusting the collision detection. This change allowed the mage's skills to be more consistent. The rogue was the most balanced class initially during the tests and only needed minor adjustments to their ultimate scaling and triple throw ability. Lastly potions were capped at 99, this stopped the player from acquiring mass amounts of money and having a large stockpile of potions.

Quality of Life

During the playtest, small quality of life changes were made often. The main change was including an "Unstuck" button. This button allowed the player to teleport to the main hub if they found themselves stuck in a place that they shouldn't have been in. Other changes made included fixing the shop menu for the warrior class. The dialog was altered in the tutorial levels to better display the controls to the player. Finally, a death box was added to the main hub and the parkour levels to stop the player from getting soft-locked. A soft lock is when you are unable to continue the game, but the game does not induce a fatal error, causing the player to be stuck in a state of unplayability.

Bug Fixes

Numerous bugs were found during the playtest, this included certain skills had an issue causing them to kill the bosses instantly. The warrior's ultimate projectile was not disappearing after a certain time. The credits menu had an issue where the sound was duplicating upon exiting.

Patch Notes

Patch 1.1.1:

- Fixed an issue causing the rogue to start at level 5

Patch 1.1.2:

- The health of both bosses is buffed, and warrior life steal nerfed from +5 per hit to +2

Patch 1.1.3:

- Warrior nerfed life steal removed
- Fixed a bug causing the ultimate to 1 shot the bosses
- Mage buff: increased the damage of the mages second skill by x60

Patch 1.1.4:

- Fixed an issue causing the mage to teleport out of the main hub
- fixed an issue causing the warrior to start at level 60

Patch 1.1.5:

- fixed credits bug causing sound to duplicate upon exiting
- nerfed warrior q cooldown
- buffed warrior ult cooldown
- fixed positioning of mage 2nd ability

Patch 1.1.6:

- fixed an issue with the mage skill 1 starting at level 5

Patch 1.1.7:

- warrior shield cooldown nerfed from 30 seconds to 1 min
- mage fire ball damage buffed
- fixed an issue with the second rogue skill causing him to 1 shot the bosses
- small second skill on mage rework.
- rogue first skill damage nerf
- small buff on mage third skill

Patch 1.1.8:

- adjusted hit box of the mage skills
- small nerf to mage ultimate damage

Patch 1.1.9:

- main hub added death box so you cannot fall through infinitely

- rogue ult scaling nerfed
- mage third skill scaling nerf
- mage second skill scaling nerf

Patch 1.2:

- added unstuck button

Patch 1.2.1:

- fixed an issue with the rogue causing him to one shot bosses with his ult, fixed unstuck button

Patch 1.2.2:

- fixed an issue causing the player to get stuck when using unstuck button while on a rope

Patch 1.2.3:

- UI Changes
- Boss Buff
- Rouge ULT nerf
- Max Health Potions is now 99

Patch 1.2.4:

- Small bug fix with the potion

Play testers

Shawn Lopez: Very familiar with the genre of game and the mouse and keyboard.

Jericho Granada: Very familiar with the genre of game and the mouse and keyboard.

Kyle Glover: Moderately familiar with the genre of the game and the mouse and keyboard.

Luke McCallum: Familiar with the mouse and keyboard, not familiar to the genre.

Moataz Ebead: Not familiar with the mouse and keyboard or the genre.

Matthew Hughes: Not familiar with the mouse and keyboard or the genre.

User Documentation

The main goal in this game is to progress through the world at your own pace till you can beat both the boss levels.

When the player starts up the game you will be introduced to the main menu with 4 different options, these options are Play, Credits, Options, and Exit.

If the player clicks on the options button this will bring them to the Options Menu, the options menu is where they can adjust the volume, toggle on or off the full-screen mode and see what the controls are for the game. If The player clicks on the exit button in the options menu this will simply bring them back to the main menu. The player can access the Options in-game as well by clicking the menu button at the bottom right of the screen. If The player clicks the exit button in the options menu while in-game, it will just simply closeout from the options menu window.

If The player clicks on the Exit button on the Main Menu this will simply just stop and close the game.

If the player clicks on the Credits button this will bring them to the credits screen. The credits screen is a simple page that just talks about the creators of the game and contains an exit button like the other pages to allow the player to go back to the main menu.

Finally, the most important one of them all is the Play button. When the player clicks on the play button it brings them to the Character selection page where they are going to choose between 1 of 3 characters, those characters are Rouge, Mage, and Warrior. Once the player has decided what character they would like to play they can simply click on the character they like, and it will lead them into the first tutorial world.

Once the player has entered the first tutorial world, they are going to be greeted with a dialog box that pops up explaining what the controls to the game are and what the first tutorial world is there for. The player will use the first tutorial world to learn the controls and figure out how to maneuver around a map. Once The player has learned how that works, they may proceed to the Second tutorial world by going through the portal by pressing the up arrow in the top right of the map.

Now the player is in the second tutorial world, this maps layout is a little simpler than the first one, but that's because this is where you are going to learn how to fight enemies. The second tutorial world is going to introduce the player to Skeletons, Bats, and Slimes. The player will use the skills of the character that they chose to take down these enemies and learn how to fight them. Each character's attacks are on A, S, D, and F, and their movement skill is located on the Left CTRL button. If the player is getting low on health, they can use their Health Potions by pressing E which will regen some of their health back. When killing enemies, they drop little Green and Red Orbs that drop from the enemies if you walk over them the player will collect them and they give the player EXP which will help them level up, the more they collect the more it will fill up your EXP bar the higher the level the player will become over time. Once the player has learned the basics and feel comfortable fighting against the enemies, they may head to the portal on the right side of the map to continue their adventure.

Welcome to the Hub World this is where the player will be introduced to the shopkeeper and get to continue their journey in the world. At the center of the map, there will be a shopkeeper that the player can interact with them by clicking the up arrow when they are in front of the shop. Once the player does that a pop-up window will appear and will allow the player to put how many potions they want and click the purchase button to purchase them. In the bottom right of that window, the player will see how much money they currently have. When done the player can just click the Up Arrow again to close out of the store.

The player will be able to go through both the portals located on the Hub World but if they go through the right portal that will bring the player to World 2 which would be hard for a beginner and most certainly will die. if the player goes through the left portal that will bring them to world 1-1 which is a beginner-oriented world that has lower level and enemies more their skill level and strength which will allow the player to farm and become stronger.

In World 1-1 the player will notice there are a total of 3 portals, the one that they just came through from the Hub World, is located on the second platform on the right side which leads the play to world 1-3 and the last portal Is located on the 3 platforms on the left, this portal will lead the player to world 1-2.

World 1-2 is a dead-end world there are no portals in there, but there are enemies, and the world is mainly used to farm levels and Exp to become stronger.

World 1-3 like every other map so far has monsters that the play can kill but has some extra portals that we have not seen yet. You will notice that on this level there are 4 portals total, the one that the player just came through from world 1-1, a portal on the top most platform to the right that leads to the first parkour map in the game that the player will encounter, and then there are two new portals that are green one is placed on the top platform and the other is placed on the bottom-most portion of the map. These portals are used to maneuver around the map a little faster when fighting, these portals are activated by just walking into them. once you walk into them it will automatically send you from top to bottom or vice versa. Once the player is done having fun with the new portals and fighting the monsters they may start heading to the top right portal on the map.

Now that the player has gone through the top right portal, they have entered their first Boss Parkour map. This map is placed as a barrier between the player and the boss. If they can make it through the map without falling and dying, they will be able to go through the portal on the other side of the map into the Boss 1 map. But if the player does fall and die, they will be sent back to the Hub world and will have to make their way back to the parkour map. But if the player is lucky and they get to the portal they can enter it and we will see them on the other side.

Welcome to the first Boss Map here the player will be introduced to first boss that they will be fighting, His name is Cherub. He is a cupid-looking character that flies around the map and has various attacks. Cherub is a very powerful boss that can easily take the player down, so they better do their best to stay alive. If the player ends up being one of many players to succeed and kill him, he will drop Plenty of EXP orbs for the player as a reward. Once he dies and his death animation is over a portal will spawn on the left side of the map that wasn't there before, the player must go through this portal to exit the map. This portal will bring the player back to Hub World.

Once the player is back at the Hub World, they can either top up on potions at the Shop Keeper or they can go straight to the portal on the right-most side of the map which will take them to World 2-1.

Once the player is in World 2-1, they will notice that it's the same concept as world 1-1 it's a world where they can farm and kill monsters and contains 2 other portals which lead to world 2-2 and 2-3 respectively. The player will enter from the top of the map this time on a platform, world 2-2 portal is located on the left side of the map on the bottom floor and the portal to world 2-3 is located on the second platform on the right side of the map.

The concept stays true on these maps as well where World 2-2 is mainly meant to gain EXP and become stronger by fighting monsters. World 2-3 is like 1-3 where it contains 1 other portal that will lead the player to the second parkour map in the game. This time this map does not contain the green portals. Once the player is ready to go parkour map 2, they can go through the rightmost portal on the map in worlds 2-3.

Welcome to the Second parkour map in the game, the player might notice that the map is the same layout as the first one and that's because we didn't want to make it too hard since this second boss will anyways make your journey a little bit tougher. But the same rules apply to this parkour map if the player does fall off the map they will instantly die and get sent back to the Hub World and would have to make the journey back to the parkour map. But if the player did make it passed, they may enter the portal.

Welcome to the final boss this is going to be like the first boss where the player will drop in from the top of the map and they fight the boss but there is a little surprise, once the player kills Archangel the fight is not over, Archangel will then evolve into his second phase and turn into an even more powerful boss called Seraphim who is tougher and stronger than Archangel. If the player is skilled enough and strong enough to defeat Seraphim, they will be rewarded with plenty of EXP Orbs. Like the first boss map when the boss is killed a portal will appear on the left side of the map which will lead the player back to the Hub World.

Once the player has defeated Boss 2 and went back to Hub World, they beat the main game. Now the player can either try playing with the other characters that they haven't tried yet, to see which one is their favorite or the player can continue playing with the character they have and adventure throughout the game and see how strong they can become. Hope the player enjoys the game and thanks for playing.

Credits, Resources & Licenses

Licenses

Assets & Costs

Disclaimer: All assets purchased through the Unity Asset Store use the Standard Unity Asset Store EULA as well as Unity's Single Entity License.

Asset	Link	Cost
Free Pixel Art FX Package	https://assetstore.unity.com/packages/2d/textures-materials/free-pixel-art-fx-package-185612	\$ - FREE
2D – Pixel Effects – Magic	https://assetstore.unity.com/packages/2d/textures-materials/2d-pixel-effects-magic-140654	\$ - 7.99 USD
GothicVania Enemies Pack 4	https://assetstore.unity.com/packages/2d/characters/gothicvania-enemies-pack-4-159642	\$ - 4.99 USD
Monster Pack	https://assetstore.unity.com/packages/2d/characters/monster-pack-173738	\$ - 4.99 USD
Magic Cliffs Pixel Art Environment W	https://assetstore.unity.com/packages/2d/textures-materials/nature/magic-cliffs-pixel-art-environment-60458?_ga=2.95229268.93512554.1640492498-1920474684.1619035268	\$ - FREE

2wdDD Pixel Art Medieval Background Pack	https://assetstore.unity.com/packages/2d/2d-pixel-art-medieval-backgrounds-pack-178306	\$ - 9.90 USD
2D Pixel Art Background (10 Sky & Cloud) #3	https://assetstore.unity.com/packages/2d/environments/2d-pixel-art-backgrounds-10-sky-cloud-3-205911	\$ - 9.99 USD
Magic Spells Sound Effects	https://assetstore.unity.com/packages/audio/sound-fx/magic-spells-sound-effects-114628	\$ - 9.99 USD
Ultimate Fantasy Arcade RPG World Sounds - Full Package	https://assetstore.unity.com/packages/audio/music/ultimate-fantasy-arcade-rpg-world-sounds-full-package-123432	\$ - 21 USD
SpellBook Megapack	https://assetstore.unity.com/packages/2d/gui/icons/spellbook-megapack-109615	Humble Bundle
Fairy-tale Icons Megapack	https://assetstore.unity.com/packages/2d/gui/icons/fairytale-icons-megapack-125520	Humble Bundle
Wooden UI	https://assetstore.unity.com/packages/2d/gui/icons/wooden-ui-93545	Humble Bundle
GUI Megapack	https://assetstore.unity.com/packages/2d/gui/icons/gui-megapack-101517	Humble Bundle

RPG Weapons Icons	https://assetstore.unity.com/packages/2d/gui/icons/rpg-weapons-icons-48546	Humble Bundle
Potion Icons	https://assetstore.unity.com/packages/2d/gui/icons/potion-icons-54945	Humble Bundle
SpellBook. Page 01	https://assetstore.unity.com/packages/2d/gui/icons/spellbook-page01-107951	Humble Bundle
Humble Bundle	https://www.humblebundle.com/software?hmb_source=navbar	\$ - 20 USD
Castle - Tile set	https://askariot.itch.io/	\$ - FREE
Love Interest	https://jokentertainment.itch.io/	\$ - FREE
TOTAL:		\$ - 88.9 USD

Credits

Playtesters

- Shawn Lopez
- Jericho Granada
- Kyle Glover
- Luke McCallum
- Moataz Ebead
- Matthew Hughes

Artists

- Kent Whitson – All custom assets
- Marcel Uriarte – Main Menu Design

Appendix

Joe Bumbacco Journals

Group Name: Friend-Zoned **Week #:** 1

Date Range: 1/17/2022-1/21/2022

COMPLETION ISSUES:

N/A

MEETINGS:

Date/Time: 1/17/2022 6pm - 8pm

Members Present: Shane, Joe, Dante

Topic: Reworking our project pitch, Providing Character/Skills resources to Artist.

Progress Summary:

COMPLETED TASKS:

Provided references to artist related to the Wizard Class and Wizard Skills.

TIME MANAGEMENT (Individual)

Meeting with Group Members: 2 Hours

Completing Course Related Tasks: 30 Minutes

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 2 Hours & 30 Minutes

Name: Joe Bumbacco

Group Name: Friend Zoned Week #: 2

Date Range: January 21st – January 28th

COMPLETION ISSUES:

N / A

MEETINGS:

Date/Time: Monday, January 25th.

Members Present: Dante, Joe, Shane

Topic: Feasibility

Date/Time: Thursday, January 27th.

Members Present: Dante, Joe, Shane

Topic: Feasibility

Date/Time: Friday, January 28th.

Members Present: Dante, Joe, Shane

Topic: Gantt chart and Work Breakdown Structure

COMPLETED TASKS:

Feasibility

- Level & Section Layout

- Technologies used (Paint.Net, Aesprite)

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

As of right now we are on track to completing our next milestone.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 7 Hours 17 Minutes

Completing Course Related Tasks:

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: **7 Hours 17 Minutes**

Group Name: Friend Zoned Week #: 3

Date Range: January 29th - February 7th

COMPLETION ISSUES:

N/A

MEETINGS:

Date/Time: Sunday, January 30th

Members Present: Dante, Joe, Shane

Topic: Feasibility / Presentation Rehearsal

Date/Time: Saturday, February 5th.

Members Present: Dante, Joe, Shane

Topic: Asset Gathering

Progress Summary:

COMPLETED TASKS:

Asset Gathering

Group Name: Friend Zoned Week #: 4

Date Range: February 7th - February 13th

COMPLETION ISSUES:

N/A

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: Friday , February 11th.

Members Present: Dante, Joe

Topic: Requirement Gathering Documentation

Date/Time: Saturday, February 12th.

Members Present: Dante, Joe, Shane

Topic: Requirement Gathering Documentation

Progress Summary:

COMPLETED TASKS:

Worked on Requirements gathering documentation

Specifically:

-Finalizing base movement mechanics (run, jump, moving left and right)

SUMMARY

We are currently on track.

TIME MANAGEMENT (Individual)

Meeting with Group Members: 2 Hours 58 Minutes

Completing Course Related Tasks: 1 Hour

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 3 Hours 58 Mins

Group Name: Friend-Zoned Week #: 5

Date Range: February 14th, 2022 – February 18th 2022

COMPLETION ISSUES:

N/A

MEETINGS:

Date/Time: February, 16th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Gantt Chart Revision

Date/Time: February, 18th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Requirements Gathering Documentation

Progress Summary:

COMPLETED TASKS:

February, 18th 2022 – 2 Hours – Requirements Gathering Documentation and Project Planning

Finalized Game resources (Health, Coins, Exp)

Worked on Game Economy(Sources, Drains, Converters, Traders)

Discussed Feedback loops and implemented health regeneration mechanic to prevent a possible deadlock.

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track to completing our next milestone.

TIME MANAGEMENT (Individual)

Meeting with Group Members: 2 Hours 30 Minutes

Completing Course Related Tasks:

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period:**2 Hours 30 Minutes**

Group Name: Friend-Zoned **Week #:** 6

Date Range: February 18th, 2022 – February 25th 2022

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: February, 21st

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Asset Confirmation

Date/Time: February, 24th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Prototype Creation

Progress Summary:

COMPLETED TASKS:

February, 18th 2022 – 1:30 Hours – Asset Finalization

Assisted in finalizing assets

February, 24th 2022 – 8 Hours – Prototype Creation

Created early prototypes for worlds 0-1 and 0-2

Created prototypes for levels 1-2, Boss Level, and Hubworld

Created shopkeeper/guide NPC asset

February, 25th 2022 – 2 Hours – Prototype Creation

Recreated prototype Levels 0-1 and 0-2 with Purchased assets

Shane Klokansovski Journals

Group Name: Friend-Zoned **Week #:** 1

Date Range: 1/17/2022-1/21/2022

Merge Link (if applies): _____

1. You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

N/A

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: 1/17/2022 6pm - 8pm

Members Present: Shane, Joe, Dante

Topic: Reworking our project pitch, and we also provided character/skills information to our artist.

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.

1. Thought of Warrior character information and provided this information to our artist.

WORK BREAKDOWN STRUCTURE:

Supply a revised copy of your work breakdown structure here

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 2 hrs

Completing Course Related Tasks: 30 min

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 2hr 30min

Group Name: Friend Zoned Week #: ____2____

Date Range: January 21st – January 28th

Merge Link (if applies): _____

1. You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: Monday, January 25th.

Members Present: Dante, Joe, Shane

Topic: Feasibility

Date/Time: Thursday, January 27th.

Members Present: Dante, Joe, Shane

Topic: Feasibility

Date/Time: Friday, January 28th.

Members Present: Dante, Joe, Shane

Topic: Gantt chart and Work Breakdown Structure

Progress Summary

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.

I completed Technology Involved section, I also worked on Feasibility analysis section, I also worked on project constraints.

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

As of right now we are on track to completing the our next milestone.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 7Hrs 17Min

Completing Course Related Tasks:

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 7Hrs 17Min

Group Name: Friend Zoned Week #: _____3_____

Date Range: January 29th - February 7th

Merge Link (if applies): _____

1. You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

N/A

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: Sunday , January 30th.

Members Present: Dante, Joe, Shane

Topic: Feasibility/Presentation rehearsal

Date/Time: Saturday, February 5th.

Members Present: Dante, Joe, Shane

Topic: Asset Gathering

Progress Summary

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.

I was helping the group gather assets for the game trying to find things that will fit our 16bit style.

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 3 Hours 30 Minutes

Completing Course Related Tasks:

Presentation Preparation/Rehearsal: 2 hours

Other Items Not Listed:

Total Time Spent During Recording Period: 5 Hours 30 Mins

Group Name: Friend Zoned Week #: 4

Date Range: February 7th - February 13th

COMPLETION ISSUES:

N/A

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: Friday , February 11th.

Members Present: Dante, Joe

Topic: Requirement Gathering Documentation

Date/Time: Saturday, February 12th.

Members Present: Dante, Joe, Shane

Topic: Requirement Gathering Documentation

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.

I was helping in completing some of the requirements gathering documentation, completing the Introduction, Game elements sections. I also helped the group come up with how we want the games moves mechanic to work.

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 1 Hours 35 Minutes

Completing Course Related Tasks: 1 Hours 30 Minutes

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 3 Hours 5 Mins

Group Name: Friend-Zoned **Week #:** 5

Date Range: February 14th, 2022 – February 18th 2022

Merge Link (if applies): _____

- You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: February, 16th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Gantt Chart Revision

Date/Time: February, 18th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Requirements Gathering Documentation

Progress Summary

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.

I was helping in completing some of the requirements gathering documentation, completing the ten design tools, expected level of experience, ESRB rating, release platform and revising the Gantt chart with Dante and Joe

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track to completing our next milestone.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 2 Hours 30 Minutes

Completing Course Related Tasks:

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 2 Hours 30 Minutes

Group Name: Friend-Zoned **Week #:** 6

Date Range: February 18th, 2022 – February 25th 2022

Merge Link (if applies): _____

You must merge your code into the project weekly. Please provide me with a merge link [here](#)

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: February, 21st

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Asset Confirmation

Date/Time: February, 24th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Prototype Creation

Progress Summary

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.

February, 18th 2022 – 1:30 Hours – Asset Finalization

Did my part in finalizing and purchasing assets.

February, 24th 2022 – 8 Hours –Doc Completion

Help complete the rest of the documentation

February, 25th 2022 – 4 Hours – Presentation

Helped complete most of the presentation

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track to completing our next milestone.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 9 Hours 30 Minutes

Completing Course Related Tasks: 4 Hours

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 13 Hours 30 Minutes

Group Name: Friend-Zoned **Week #:** 7

Date Range: February 25th, 2022 – March 7th 2022

Merge Link (if applies): _____

- You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: February, 25th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokanovski

Topic: Asset Finalization

Date/Time: February, 28th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokanovski

Topic: Finished Requirements Gathering

Date/Time: March, 2nd

Members Present: Joseph Bumbacco, Dante Lenarduzzi

Topic: Creating the first build of the project

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

*Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.*

February, 25th 2022 – 8:23 Hours – Asset Finalization

Did my part in finalizing and purchasing assets, also including assets from humble bundle that I purchased.

February, 28th 2022 – 6:00 Hours – Finished Requirements Gathering

Helped Finish the Requirements Gathering

March, 2nd 2022 – 1:19 Hours – Creating Camera

Helped Create the camera that will be following the character in the game

WORK BREAKDOWN STRUCTURE:

Supply a revised copy of your work breakdown structure here

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track to completing our next milestone.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 11 Hours 26 Minutes

Completing Course Related Tasks: 1 Hours 19 Minutes

Presentation Preparation/Rehearsal: 1 Hours

Other Items Not Listed:

Total Time Spent During Recording Period: 13 Hours 45 Minutes

Group Name: Friend Zoned **Week #:** 10

Date Range: March, 25th - April, 1st

Merge Link (if applies): _____

- You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

Behind on Gantt Chart due to lack of planning in Requirements Gathering

Once Requirements Gathering changes are approved more consistent workflow can be achieved allowing us to complete the project by the planned date.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: March 30th

Members Present: Joe Bumbacco, Shane Klokanovski

Topic: Requirements Gathering Revisions / Enemy AI

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

*Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.*

March 28th 2022 – 2 Hours – Helped think out how to create the enemy movement and how it will engage the player.

March 31th 2022 – 3 Hours – Enemy damage, knock back collider when hit enemy and how the enemy interacts with the player

WORK BREAKDOWN STRUCTURE:

Supply a revised copy of your work breakdown structure here

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: **15 Minutes**

Completing Course Related Tasks: 5 Hours

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 5Hours 15Min

Group Name: Friend-Zoned **Week #:** 9

Date Range: March 6th 2022 – March 25th

Merge Link (if applies): _____

- You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: March 8th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokanski

Topic: Discuss Character Skills

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

*Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.*

March 9th 2022 – 5 Hours – Warrior Skill Design

Implemented all the warrior skills to the warrior character

March 15th 2022 – 3 Hours – Implemented Skill Sounds

Implemented all the warrior skill sounds

March, 15th 2022 – 3 Hours – Implemented Basic Damage Scaling

Implemented a basic damage scale, which will be improved when enemies get full implemented completed

March, 18th 2022 – 3.5 Hours – Implemented skill assets

Implemented all the skill assets to the warrior character skills

WORK BREAKDOWN STRUCTURE:

Supply a revised copy of your work breakdown structure here

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track to completing our next milestone.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 40 Minutes

Completing Course Related Tasks: 14 Hours 30 Minutes

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Group Name: Friend-Zoned Week #: 10

Date Range: April, 1st - 8th

Merge Link (if applies): _____

- You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

Completing Project Requirements will have to cut into testing time.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: April 7th - 10:16 PM – 10 Minutes

Members Present: Joe, Shane

Topic: Creating Individual Sprites for Assets

Discussed the process of remaking individual sprites from prototype (Platforms, Ground Tiles, Portals)

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

*Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.*

April 2nd 2022 – 2 Hours – Started working on creating the bases for the save/load system.

April 3rd 2022 – 3 Hours – Mostly completed all the bases for the save/load system.

April 4th 2022 – 3 Hours – Completed most of the save/load system that I cant currently finish since we will need to grab the position of characters when the maps are fully complete.

April 8th 2022 – 2 Hours – Started working on create the first world of the game.

WORK BREAKDOWN STRUCTURE:

Supply a revised copy of your work breakdown structure here

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently a little bit behind.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: **10 Minutes**

Completing Course Related Tasks: 10 Hours

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 10 Hours 10 Minutes

Group Name: Friend-Zoned **Week #:** 11

Date Range: April 8th – April 22th

Merge Link (if applies): _____

- You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

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We had some very major bugs that pushed back the completion time, it made completing the whole game difficult and we couldn't finish all aspects.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: April 20st - 2 PM – 5 Hours

Members Present: Joe, Shane, Dante

Topic: Finalizing The Project

Connecting the game maps together

Date/Time: April 21st - 2 PM – 5 Hours

Members Present: Joe, Shane, Dante

Topic: Finalizing The Project

Finalizing some bugs in the game

Date/Time: April 21st - 2 PM – 5 Hours

Members Present: Joe, Shane, Dante

Topic: Finalizing The Project

Finalizing some bugs in the game

Date/Time: April 21st - 7 PM – 9 Hours 48 M

Members Present: Joe, Shane, Dante

Topic: Finalizing The Project

Trying to wrap up the project

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

*Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.*

April 8th 2022 – 2 Hours – Started working on create the first world of the game.

April 11th 2022 – 3 Hours – Imported all the world into the game, added box colliders to all the worlds, and have tested what I could.

April 15th 2022 – 3 Hours – Added World 2-2 with all the box colliders that were required for the map, mad updates to the rest of the maps, checked if we could walk on the maps, Implemented all the main maps to the game, with correct colliders and correct tags.

April 18th 2022 – 6 Hours – Add the save and load functionality, not tested currently, Connected all the portals to each other within the game, Add save button just to check if the position of the player would be saved, Added the tutorial map to the game, and added left and right walls to each map to keep the players on the map, Implemented more portals to the game, Created basic shopMenu, credit screen, and options menu screen. Functionality still needed to be added.

April 19th 2022 – 4 Hours – Portal will now spawn when the boss is killed which will take you to the hubworld, Had to reimplement tutorial worlds.

April 20th 2022 – 6 Hours – Added the store menu to each character canvas prefab to allow them to open the store, I set the camera Bounds for all the world so the camera doesn't go off the map. Did some editing to the dialog boxes in the tutorial world, Did some minor updates to the game overall, Created the shop menu ui as a prefab, Added the tutorial dialog to the second tutorial map, Added base functionality for shopkeeper pop up, also added dialog text popup to the first tutorial world.

April 21th 2022 – 2 Hours – I created and added the first and second boss map, and added the portals to the boss map,

April 22nd 2022 – 4 Hours – Volume Working In menu, fullscreen toggle working in menu, tried fixing the save and load but couldn't figure out the issue I was having with it.

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently behind because I (Shane klokanovski) had covid, and Joe had chest pains and had to go to the hospital for a whole day.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 24 Hours 49 Minutes
Completing Course Related Tasks: 30 Hours
Presentation Preparation/Rehearsal:
Other Items Not Listed:
Total Time Spent During Recording Period: 54 Hours 49 Minutes

Dante Lenarduzzi Journals

Group Name: Friend-Zoned **Week #:** 1

Date Range: 1/17/2022-1/21/2022

Merge Link (if applies): _____

1. You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

N/A

Only issues was that initially our project idea got denied but as of today it was accepted.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: 1/17/2022 6pm - 8pm

Members Present: Shane, Joe, Dante

Topic: Reworking our project pitch

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.

WORK BREAKDOWN STRUCTURE:

Supply a revised copy of your work breakdown structure here

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 2 hours

Completing Course Related Tasks: 45 mins

Presentation Preparation/Rehearsal: N/A

Other Items Not Listed: N/A

Total Time Spent During Recording Period: N/A

Group Name: Friend Zoned Week #: 2

Date Range: January 21st – January 28th

Merge Link (if applies): _____

1. You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: Monday, January 25th.

Members Present: Dante, Joe, Shane

Topic: Feasibility

Date/Time: Thursday, January 27th.

Members Present: Dante, Joe, Shane

Topic: Feasibility

Date/Time: Friday, January 28th.

Members Present: Dante, Joe, Shane

Topic: Gantt chart and Work Breakdown Structure

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

As of right now we are on track to completing our next milestone.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 7 hours 17 mins

Completing Course Related Tasks:

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 7 hours 17 mins

Group Name: Friend Zoned Week #: ____3____

Date Range: January 29th - February 7th

Merge Link (if applies): _____

- You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

N/A

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: Sunday , January 30th.

Members Present: Dante, Joe, Shane

Topic: Feasibility/Presentation rehearsal

Date/Time: Saturday, February 5th.

Members Present: Dante, Joe, Shane

Topic: Asset Gathering

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.

Asset Gathering

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 3 Hours 30 Minutes

Completing Course Related Tasks:

Presentation Preparation/Rehearsal: 2 hours

Other Items Not Listed:

Total Time Spent During Recording Period: 5 Hours 30 Mins

Group Name: Friend Zoned Week #: _____4_____

Date Range: February 7th - February 14th

Merge Link (if applies): _____

1. You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

N/A

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: Friday , February 11th.

Members Present: Dante, Joe

Topic: Requirement Gathering Documentation

Date/Time: Saturday, February 12th.

Members Present: Dante, Joe, Shane

Topic: Requirement Gathering Documentation

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.

did my share of working on the requirements gathering documentation. not quite completed yet but it is getting there.

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 3 Hours

Completing Course Related Tasks: 1 Hour

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 4 Hours

Group Name: Friend-Zoned **Week #:** 5

Date Range: February 14th, 2022 – February 18th 2022

Merge Link (if applies): _____

- You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: February, 16th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Gantt Chart Revision

Date/Time: February, 18th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Requirements Gathering Documentation

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.

February, 18th 2022 – 2 Hours – Requirements Gathering Documentation and Project Planning

Formatted the document, took care of the page numbers, spelling mistakes and grammar overview added table of contents.

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track to completing our next milestone.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 2 Hours 30 Minutes

Completing Course Related Tasks:

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 2 Hours 30 Minutes

Group Name: Friend-Zoned **Week #:** 6

Date Range: February 18th, 2022 – February 25th 2022

Merge Link (if applies): _____

1. You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: February, 21st

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Asset Confirmation

Date/Time: February, 24th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Prototype Creation

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.

February, 18th 2022 – 1:30 Hours – Asset Finalization

Did my part in finalizing and purchasing assets.

February, 24th 2022 – 8 Hours – Prototype Creation

Created prototype worlds 2-1 2-3 & Created GUI

February, 25th 2022 – 4 Hours – Prototype Creation

Created prototype worlds 1-1 1-2 1-3

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track to completing our next milestone.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 9 Hours 30 Minutes

Completing Course Related Tasks: 4 Hours

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 13 Hours 30 Minutes

St. Clair College of Applied Arts & Technology
MAD602 – Mobile Application Project
Weekly Journal

Group Name: Friend-Zoned **Week #:** 7

Date Range: February 25th, 2022 – March 6th 2022

Merge Link (if applies): _____

- You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: February, 25th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokanovski

Topic: Asset Finalization

Date/Time: February, 28th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Finished Requirements Gathering

Date/Time: March, 2nd

Members Present: Joseph Bumbacco, Dante Lenarduzzi

Topic: Creating the first build of the project

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

*Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.*

February 25th 2022 – 8:23 Hours – Asset Finalization

Purchased remaining assets

February 28th 2022 – 10:03 Hours – Finished Requirements Gathering

Finished requirements gathering and rehearsed the presentation

March, 4th 2022 – 1:30 Hour – Scripted the portal aspect

Added the portal and a script so the player can teleport from scene to scene

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track to completing our next milestone.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 18 Hours 26 Minutes

Completing Course Related Tasks: 1 Hour 30 Minutes

Presentation Preparation/Rehearsal: 1 Hour 30 Minutes

Other Items Not Listed:

Total Time Spent During Recording Period: 21 Hours 15 Minutes

St. Clair College of Applied Arts & Technology
MAD602 – Mobile Application Project
Weekly Journal

Group Name: Friend-Zoned **Week #:** 9

Date Range: March 6th 2022 – March 25th

Merge Link (if applies): _____

- You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: March 8th

Members Present: Joseph Bumbacco, Dante Lenarduzzi, Shane Klokansovski

Topic: Discuss Character Skills

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Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

*Identify ALL individual **tasks you completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.*

March 8th - 3 Hours – Player leveling

Created a script to allow the player to level.

March 11th – March 15th 2022 – 14 Hours – Rogue Skill Design

Implemented the and designed the rogue skills + fixed associated bugs.

March, 18th 2022 – 4 Hours – Created and Implemented skill assets

Created the assets for the rogue skills and then implemented them/animated them.

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track to completing our next milestone.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 40 Minutes

Completing Course Related Tasks: 21 Hours

Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period: 21 Hours 40 Minutes

St. Clair College of Applied Arts & Technology **MAD602 – Mobile Application Project** **Weekly Journal**

Group Name: Friend Zoned Week #: 10

Date Range: March, 25th - April, 1st

Merge Link (if applies):

-
- You must merge your code into the project weekly. Please provide me with a merge link here

COMPLETION ISSUES:

List any group dynamic issues or problems encountered that could affect the planned completion of the project.

Behind on Gantt Chart due to lack of planning in Requirements Gathering

Once Requirements Gathering changes are approved more consistent workflow can be achieved allowing us to complete the project by the planned date.

MEETINGS:

Identify ALL meetings you participated in during the week with your group. Specify the Day, Date

Date/Time: March 30th

Members Present: Joe Bumbacco, Shane Klokanovski

Topic: Requirements Gathering Revisions / Enemy AI

Progress Summary:

Please complete the following after you have worked with your group to revise your Gantt chart.

COMPLETED TASKS:

*Identify ALL individual **tasks** you **completed** with respect to the Gantt chart during the past recording period. Specify the Day, Date and duration.*

March 27th 3 Hours – added two enemies and hooked up their animations, also fixed a sound bug with the rogue.

Worked on revising the Requirements gathering chart – 3 hours

SUMMARY

Review the Gantt chart and work breakdown structure, identify if you are on track to complete your next milestone. If not, please supply a detailed description on how you will remediate the situation

We are currently on track.

TIME MANAGEMENT (Individual)

Identify how much time in TOTAL you have spent on the project during the past recording period.

Meeting with Group Members: 15 Minutes

Completing Course Related Tasks: 6 hours
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Presentation Preparation/Rehearsal:

Other Items Not Listed:

Total Time Spent During Recording Period:
