B/W World

## Fix:Users:felixhazen:Desktop:bw-world:Assets:Graphics:Elena:Player.png

## By Elena Turtas, Marco Cavallo, Felix Hazen Gonzalez and Estevao Luis Costa Moura

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## Introduction:

The aim of this design document is to guide our team CMYK through the development of the game B/W World. In this document we will cover the most important aspects covered in the different development sessions throughout the course as well as the role that each one of us has taken in the different milestones.

Also this document reviews another factor of great importance for our game, the set and lore of B/W World.

Our motivation comes from our passion for gaming and all that has to do with it.

## History and Lore:

The world of B/W World is set in an imaginary world in which two main factors. The Trilights and the Klamers. Both lived in harmony until the Klamers betrayed the Trilights by consuming all the colour of the world, turning it into a black and white world. Years have passed since the colours where seen for the last time. But against all odds, a young Trilight finds a coloured scarf. This is the beginning of his journey to become a hero, and restore the colours. This is not an easy task, in his path he will have to face the terrible Klamers that will try to stop him at all costs.

### Definition of B/W World

Our game is a top down RPG game with Arcade features.

## Main Characteristics

Colour the world, as you want, combining them and obtaining the RGB plus the CYMK. Dynamic events that makes the experience much more enjoyable and entertaining. Lots of enemy encounters. Easy to play difficult to master!

## Work Distribution:

|  |  |  |  |
| --- | --- | --- | --- |
| ELENA | MARCO | FELIX | ESTEVAO |
| Art Design | A.I  GameInstance  UserInterface  Portability  Databases  PlayerController  Events  Menu  Load/Save  Talking npc  Debug | A.I (prototype)  RandomWorldGeneration  Map design  Camera Cut scenes  Boss Arenas  Events  Databases  Talking npc (prototype)  Debug | PlayerController(prototype)  Events  Puzzles  Paths Between Worlds  PowerUps  PlayerController(prototype)  Debug |

## Milestones and tasks:

We divided our project into different milestones or objectives that we needed to for fill before the final game launch. During this process we have worked in many ways, individually and in groups always joining our work through the GitHub repository hosting service. All our meetings have taken place in the Politecnico di Milano University except for the “Red Light Meetings” that took place in the house of our artist.

During the whole process our art designer, Elena, provided us all the art needed as well as tips and orientation to make our worlds feel more alive.

### Milestone 1: The beginning:

From the beginning of the project the programmers of the team had clear that we would implement the game with the Unity Game Engine. Estevao started prototyping the movement of the player, while Marco started working on the spell system for our game, and Felix started prototyping the A.I moving system (Following the player plus shooting him). Marco decided to implement a JSON database for the spells. In the future we would use this system also for a enemy database plus an event database.

### Milestone 2: After meeting:

After the meeting with the professor Pier Luca Lanzi we continued prototyping scenes for our game but in a more specific way although pretty much everyone collaborated in the development of each aspect of the game. Marco worked on a GameInstance class that together with a better optimization of the player controller and the set of a camera that would follow the player around the map. All of these set as a prefab let Estevao and Felix to prototype many testing scenes for the player.

Estevao started prototyping a user interface, a main menu, for the game. Felix started working on a tutorial. It consisted on different rooms for the player to test the different mechanics of the game such as movement, talking with npc, interactive objects such as boxes and switches.

Estevao started working on the first prototype map, the one that would be shown to the players in the first prototype event. Felix started working on a puzzle event based on the game “simon says”. Marco updated the enemy behaviour (melee attacks).

Marco improved the menu screen plus a game over scene. Estevao created a simpler puzzle for the prototype since the simons says idea was complex to fit inside our proyect.

Felix started prototyping boss arena fights.

Marco managed to adapt an android version of the game by setting virtual joysticks systems for tablet and smart phone devices.

Elena provides main character plus environmental and enemy sprites.

### Milestone 3: Road to the Beta:

Elena provided the assets for the Blue world.

Felix created and script based on the Conway ’s Game of Life that was capable of generating random worlds. This would give the team a great advantage at the time of designing the maps of the game.

Marco modified the quest event system, now the player navigated the map with objectives. Felix set a minimap up in the right top corner of the screen but this took too much space from the main screen (in the android devices this turn out to be very annoying). Marco implemented another approach for this issue. He created an arrow that would guide the player from one objective to another. But since the game is based in a series of 3 mini open worlds, we decided to leave the minimap as an option in the options menu to help the player if necessary.

Estevao implemented the paths to travel from one area of the world to another one.

Elena creates the gameplay video for our game, plus provides sprites for bosses and blue world enemies.

She faces a problem with the sprites of trees. They need more detail in the leaves. In order to avoid wasting time in recreating our maps with this new sprite, Felix manages to substitute the old tree sprite by the new one via script, although some of them give problems when they got coloured, the stayed invisible.

Elena designed wallpapers and art for the main menu and other scenes.

### Milestone 4: Final Project:

Marco improved the player controller and the portability for the android platform aswell as checked and solved most part of the bugs reported during the beta.

Estevao created the Red World, the last area of our game.

Felix created the camera systems for give the player certain cut scenes and enhance the player’s experience by showing him or her the path to follow as well as the enemies that might encounter and different events.

## Conclusion:

In the end the development of the game B/W World has given us the opportunity to work in one of our dreams, game development. Some of us already that Unity existed but never tried to learn it by ourselves, and this course turn out to be really the perfect way to start working on it, even manage to gain a suitable level of control on it.

We, the CMYK hope the players enjoy the game, and maybe in a future still develop more adventures our beloved hero.

### About us:

Team members:

**Elena Turtas Art Designer**

**Marco Cavallo Programmer**

**Felix Lucas Hazen Gonzalez Programmer**

**Estevao Luis Costa Moura Programmer**

## Games we Play:

FFX, FFVII , Pokemon Crystal, Zelda games, Dark Souls, FTL ,Call of Duty, **BW World….**