Project Meeting #2:

Acting Like a Designer:

Throughout our design process we have been following an iterative process where firstly we think of an idea, be it a minigame, how we want something to look, etc.. Then we discuss as a group what we think will be necessary and how it can affect other aspects of our game. We will do this with both individual prototyping and collaborative prototyping. Afterwards we begin to design an initial prototype and figure out what oversights we might have missed and have done some initial testing to make sure we know how to best implement some of the features we want/need. From here we now can implement these features with one another and do some extra testing and get outside testing done as well, and from there we will review the features and add/remove according to the feedback.

Design Goals:

Our design goals are to create a game that is user friendly, visually engaging, balanced, has some complexity to keep users engaged, structured, immersive, and has a compelling narrative that allows the player to keep engaged. These design goals allow us to discover the best way to design our game and the best way to go about building a game that players can enjoy and have continued replay value. As well, our game aims to have an emotional impact on its players and should strive to be as accessible and as inclusive as possible, along with being as performance optimized, as to include as many devices as possible.

Paper Prototyping plan:

Our initial prototyping has been done on paper and consists of a variety of different prototyping methods. To start of we have done an initial low fidelity sketch to determine some of the elements that we need. After this we have furthered the prototyping by doing one of the following, depending on the interactions that we envision, wireframes (for basic layout and any elements that have UI elements), storyboards (for displaying the journey that the user will take in our game and how a user can navigate the game), flowcharts (for showing the decisions user can take, how they can interact with the game), and a few interaction diagrams (to show how the interactions in the game will affect the visuals and what they will do). By using a variety of prototyping, this will ensure that we can visualize as many elements as possible before we make any final decisions. As well, our prototyping

Game Testing:

Our game testing will be in three main phases. Our first phase will be testing by the member of the group who made the functionality, minigame, level, etc.. This will involve testing to make sure that the transitions between functions, levels, etc.. work effectively

and are relatively seamless. Along with the testing of the games functionality we will also do unit testing to catch any bugs in the code. The second phase will be testing by the other members of the group. This phase will be done as a form of black box testing where the member who made the functionality, minigame, level, etc.. will not disclose how the code works for it but will give a general idea of what to expect. This should allow any mistakes and oversights to be found and fixed without causing any major reworks. However, since this phase still would have a biased form of testing, we will go through a final third phase that shall be done by another group within the class. This phase will also be black box testing based and we will only disclose what the functionality, minigame, level, etc.. should do and not how it works. This phase should hopefully fix all bugs and mistakes that have been overlooked by the previous phases and should iron out the game and make it as close as possible to a finished product.

Auto Evaluation Questions:

Some of the questions we have at this stage are things like:

- **Sound & Music:**
    - What sound track are we going to use?
- **Time & Lighting:**
    - Is the game going to be set in the morning, midday, evening, or night?
    - How bright is the game going to be/ is there going to be lots of dynamic lighting
- ***Gameplay Settings:***
    - Should we have various difficulties (Amateur, Medium, Legendary)?
- **Game Testing:**
    - What tools are we going to use for testing/performance testing?

For the remaining steps to complete our game we shall first implement all the basic's features, and levels/minigames. From here we will then make sure that the user inputs and controls are working as intended. After this we will need to make some sort of functional core systems like an inventory, health, and scoring. As soon as all these elements are functional, we will begin prototyping by taking the elements of a level and combining them to make a testable minigame. Then we will test out the minigame and make sure it is working as intended and as soon as all of the minigames are functional and tested (at least to the point in which they work) then we will combine all of the elements together and make a first iteration of the game, and then we will continue testing and after this will make the necessary changes. As soon as we have a game that we believe is good enough to be played by others we will get external testing done and

perform the changes that we receive from the external testing. After this is all done, we should be at a point where our game has its bugs ironed out and can be played by all.