

Dev Log

Entry – 2023/11/24 – Preproduction Design Considerations

Discussed what game to design

- A platformer shooter game
- With new features different from previous assignments

Read the given document and worked on design details to gain enough points (specifics in self-assessment doc)

Divided game content and distributed work.

What are we trying to accomplish?

- Evoke player's mixed memory about games played in childhood
 - We think that most people have played platformer and shooter games in their childhood.
 - We hope to evoke their childhood memories playing such kind of game.
 - Sign of success: Players find this game reminding them of what they've played when they were young.
 - Sign of failure: Players find no connection between this game and their childhood memory of games
- Challenging and slightly competitive
 - We designed this game so that it is easy to start and not too difficult to finish. However, it would be difficult to finish with a high score. We hope that by making this game challenging and having a score system would help players challenge themselves and have a sense of achievement once succeeded.
 - Sign of success: Players find the game to be challenging to finish with a high score and keeps trying.
 - Sign of failure: Players get full score on their first try.

Core Loop:

The player controls a little square that begins on the left bottom part of the screen and aims to reach the destination while collecting items to earn score. The player can control the character to move left, move right, jump, and even shoot. The player should be spending most of the time learning what their character can do and then use all the abilities to try their best to reach destination and avoid monsters and traps and collecting points.

Entry – 2023/11/25 – Individual Work on the Assigned Items

Implementation and debugging

- Implemented ground
- Implemented player, control, bullet
- Implemented coin, trap, destination, monster, asteroid, surprise box
- Implemented scoring system
- Implemented menu control

Some of the bugs we encountered:

- It is the first time we try to implement a menu system in the game, and this generates bugs with other systems of the game. For example, the pause button can still be pressed

after game finishes and resuming the game would then allow player to move after game finishes. This bug is fixed by having a public Boolean variable holding the state of the game (of whether it is finished or not). This variable is checked when pause and resume functions are called.

- There were many game objects in the screen at the same time due to the complicated design of our game. This caused a few bugs. For example, it happened that the asteroids could collide with coins and neither of them destroy and they just fly around the screen. This bug is fixed by changing coin into a trigger and change player's method of collecting coin into OnTriggerEnter2D.

Change of design

- We made a change in design decision, to not have asteroids spawning after player touched the surprise box but having it always falling down from the sky. We think this will make the game more exciting.

Entry – 2023/11/26 – Met Together to Merge Work

Constructed the actual level

Met to merge work and solved merge conflicts.

Some of the behaviors and interactions between game objects were different from expected and was fixed.

Ran the game and made sure it worked.

Found online assets (mainly sound) to make the game better.

Entry – 2023/11/28 – Finalizing Project and Finished Files

Finished Dev Log

Finished Credits and Readme File

Did Self-Assessment