

Digital Technology

By Alexander Perkins



Table of Contents

[Explore 2](#_Toc193482536)

[Summary 2](#_Toc193482537)

[Brainstorming Mind Map 2](#_Toc193482538)

[Criteria 2](#_Toc193482539)

[Research 2](#_Toc193482540)

[Develop 3](#_Toc193482541)

[Rules 3](#_Toc193482542)

[Algorithm 3](#_Toc193482543)

[Storyboards 3](#_Toc193482544)

[Generate 4](#_Toc193482545)

[Assets 4](#_Toc193482546)

[Screenshots of code 4](#_Toc193482547)

[Evaluate 5](#_Toc193482548)

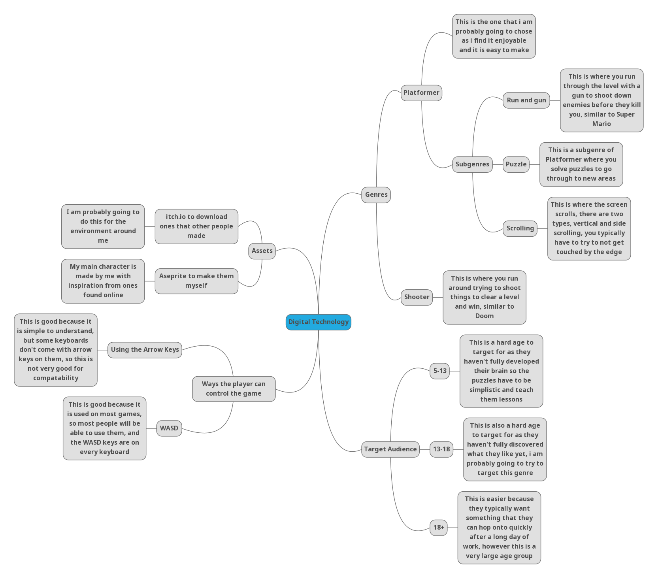
[Bibliography 6](#_Toc193482549)

# Explore

## Summary

My task is to create a python game using python with pygame. The goal of this game is to take the player on a journey, which can be any journey whether that be to travel the world or just to get home, but this journey should keep the reader entertained and should be engaging.

## Brainstorming Mind Map



## Criteria

I am going to develop some criteria to ensure that my game has a certain level of entertainment and look to it, these criteria are going to be:

|  |  |  |
| --- | --- | --- |
| Must Have | Should Have | Must Not Have |
| The player must be able to control the character for at least 70% of the game | The game should have good assets (art) | The game must not have many game breaking bugs (This would ruin the players immersion and experience) |
| The game must have the theme of Journey | The game should be intuitive and easy to use with little to no text | The game must not include anything that would break the players immersion |
| The game must include challenges that the player must overcome | Should be targeted to an audience between 18-22 | Must not **TODO** |

## Research

Through my research I have found that there are multiple different genres of games (Contributors, List of Video Game Genres, 2025), I have chosen to make a platformer game, specifically the subgenres of run-and-gun, and puzzle platformers (Contributors, Platformer, 2025). This genre has been picked as it is a simple game that can be very fun, take, for example, Ori and the Will of the Wisps, this is an Action/adventure platformer (Ori and the Will of the Wisps, n/d) that is a very fun and easy to play game that has kept me entertained for hours, some of the puzzles are hard but once you get them you get an amazing feeling. Through my research I have found that people aged 13-22 make up 66.7% of the people who like 2D Platformers and 72.73% of people rate Platformers a 4 or a 5 with an average rating of 4.05 (Demographics of Players of Platformer Games (2D and 3D), 2023).

End of page

# Develop

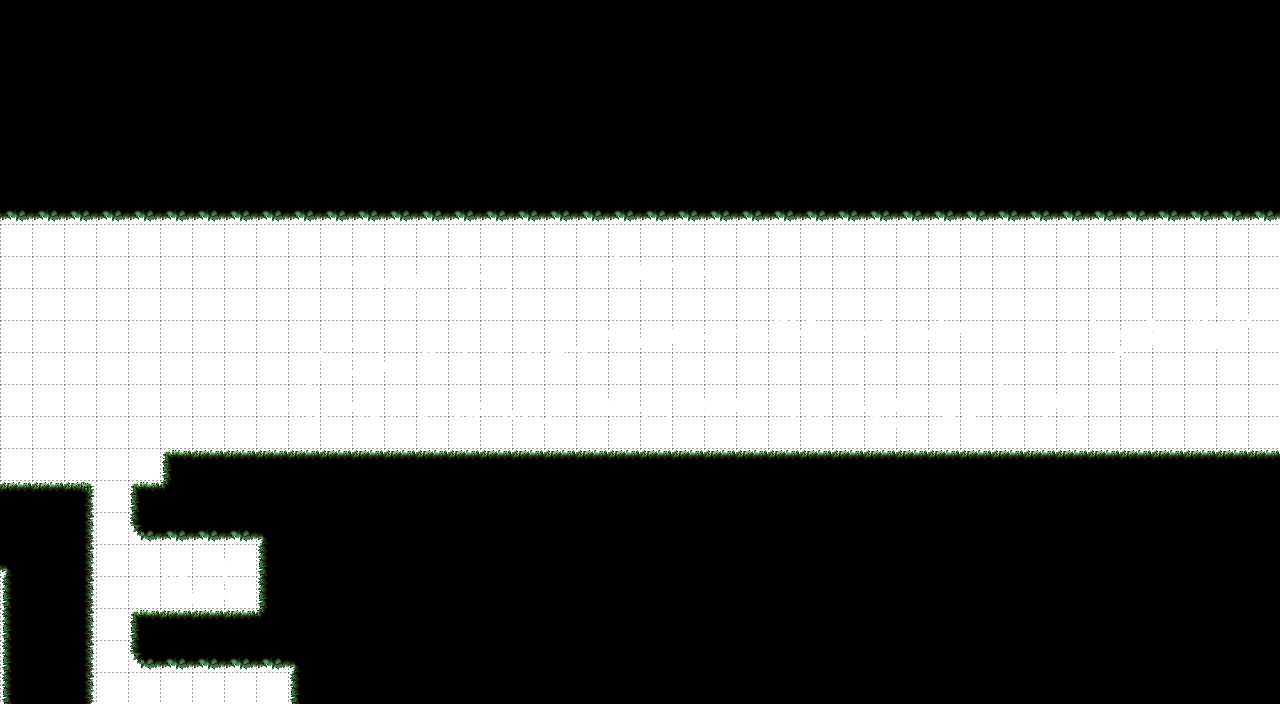
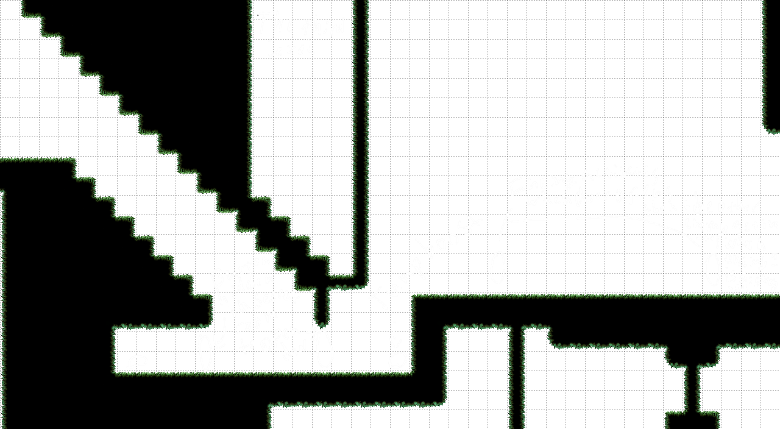
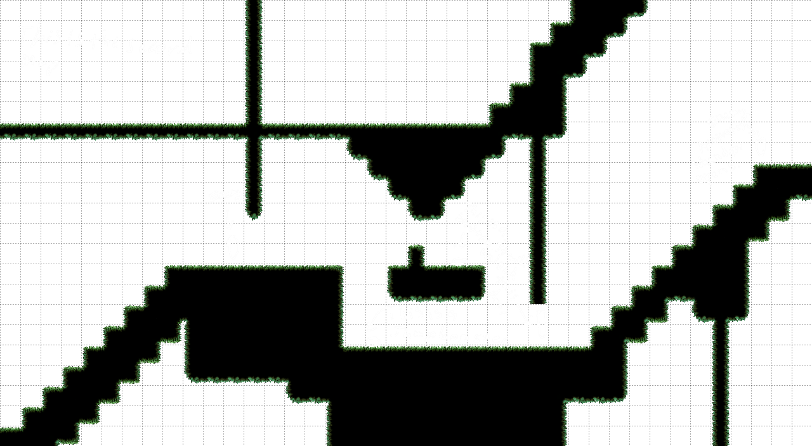
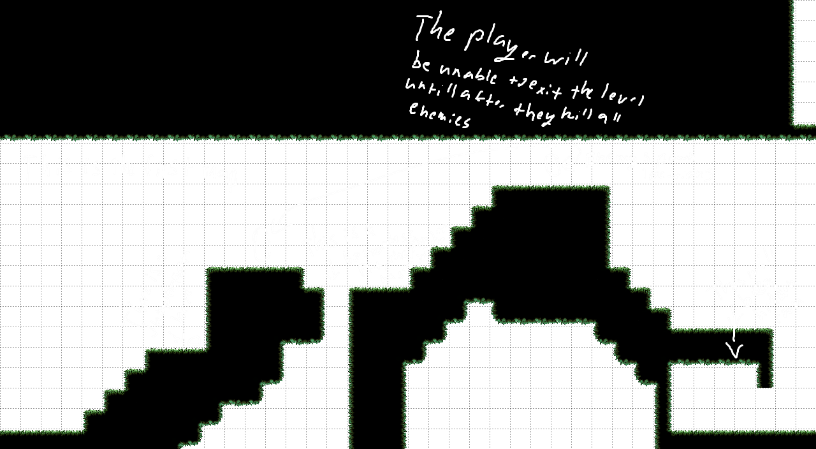
## Rules

|  |  |  |
| --- | --- | --- |
| Must Have | Should Have | Must Not Have |
| The player must be able to control the character for at least 70% of the game | The game should have good assets (art) | The game must not have many game breaking bugs (This would ruin the players immersion and experience) |
| The game must have the theme of Journey | The game should be intuitive and easy to use with little to no text | The game must not include anything that would break the players immersion |
| The game must include challenges that the player must overcome | Should be targeted to an audience between 18-22 | This game must not have all code in one file as this would cause the code to be extremely complicated and hard to read (there are over 800 lines of code across all the files) |

## Algorithm

Will be done tomorrow, I like sleeping

## Storyboards



All maps have been made in a program called [Tiled](https://github.com/mapeditor/tiled)

End of page

# Generate

[Link to the code](https://github.com/Ghostboo124/school-game-t1/tree/main/assesment/code)

## Assets

I will be gathering my assets from itch.io, which is a website for distributing games and assets for game developers, and I will be making some of my own assets in a program called Aseprite.  
Links to be added here

## Screenshots of code

Will put screenshots here whenever I finish this, easier than having to replace them, hopefully tomorrow, otherwise it will have to be incomplete :( as well as the video will be uploaded then, even if incomplete)

EOP

# Evaluate

This is to be completed when I finish it probably tomorrow, will send you an updated copy tomorrow.

Note to self: END OF PAGES TO BE DELETED!  
End of page

# Bibliography

Contributors, W. (2025, Feburary 28). *List of Video Game Genres*. Retrieved from Wikipedia: https://en.wikipedia.org/w/index.php?title=List\_of\_video\_game\_genres&oldid=1278155815

Contributors, W. (2025, Feburary 3). *Platformer*, 1273694931. Retrieved March 13, 2025, from Wikipedia: https://en.wikipedia.org/w/index.php?title=Platformer&oldid=1273694931

*Demographics of Players of Platformer Games (2D and 3D)*. (2023, May 10). Retrieved from Google Docs: https://docs.google.com/document/d/1ITon0uDifax7GwKpPF3QR71\_CvxiwYgjLtr1p9rse3c/edit?pli=1&tab=t.0  
Date found at:  
https://gamedev.net/blogs/entry/2276048-demographics-of-players-of-platformer-games-2d-and-3d/

*Ori and the Will of the Wisps*. (n/d). Retrieved from Ori and the Blind Forest: https://oriandtheblindforest.fandom.com/wiki/Ori\_and\_the\_Will\_of\_the\_Wisps