Goldcrest

A detailed report on the creation of Goldcrest, a turn-based strategy game by HATtrick Games.

# Story

A short description of the game, the back story/story of the game.

# Game Features

Alist of all the features with description on what their functions are and where and how they appear in the game.

# Character Design

Details of resources and character design.

# Level Design

A description of the various levels in the game, highlight the differences between them.

# Software Tools

* **DigitalRune Engine**
  + Initially we were going to use the Sunburn engine for handling graphics in our game however we found that learning how to use the engine was rather difficult due to the difficulty involved in navigating their website to find what you needed. So we explored for further engines when we stumbled across the DigitalRune engine.

The engine allows for 30-days of free trial but we were able to apply for a student license to use the software. One thing that stood out for us was how in depth the documentation was and that the engine actually came with samples of how to use the various features within the engine. This has allowed us to rapidly set up and create something that resembles a game since we were able to use the samples to show us how certain features are used within the engine.

* **3DS Max**
  + The main reason we chose to use 3DS Max for 3D modelling over a tool such as Blender is because it is what we have been taught to use all through university. We also get free access to it through university and it is also used throughout industry.

Also, 3DS Max is easier to pick up and use in comparison with Blender since it provides samples within the actual program.

# Resources

Give a detail listing of images, sound and any other resources that are not created by you.

Acknowledgement of the origin of source code, images, sound and any other resources that are not original creations of your team.

# Game Design Patterns

Any other detail that you think will help to understand your game development. (e.g. game design patterns)

# References

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