Blogs

First Blog- Starting off our team project we did not start with figuring out our idea however just focusing on the connecting our team through ice breaker challenges. This is an important step to establishing rapport between members and help when it came down to choosing the roles within the team.

Second blog: With our progress we have got the initial idea for our adventure game to be based around the game Cluedo however progressing more on the adventure basis with a character. We all agreed that we were going to have our games setting take place within a large mansion that will involve puzzle and exploration to get out alive (winning the game)

Third blog- We had the idea, but it was just implementing the idea into something usable was difficult as the choice of software to create the game. Some members were proficient in some fields however were not putting it to use when tasked to do so, therefore we swapped the software around to software that was more unfamiliar to all of us however much easier to get a grasp on.

Fourth Blog- After the choice of changing the software we would be using for the foundation for our game it resulted in a spike of productivity within the team, as the software allowed us to collaborate, programmers and designers with greater ease. The group is steadily implement more gameplay functions and design.

Fifth Blog – The game has our main goal achieved involving an inventory system which takes advantage of the item to use in the world alongside puzzles which we felt was a must for our main character detective Cluedo. It also reaches to the adventure genre as puzzle solving and exploration is the essence of it.