LETTER MORPH

A Game by James Dadabo

AGENDA

INTRODUCTION

Generating a fun and unique word-themed game.

PLANNING

Choosing the language and toolset to build with.

INTERFACE

Programming a pleasant, response experience.

GAMEPLAY

Showing the final product of Lettermorph.

INTRO

INSPIRATION

- Word Games
    - Wordle
    - Scrabble
- Puzzle Games
    - Sudoku

PUZZLE

- Difficulty Curve
    - Manageable
    - Skill Cap
- Uniqueness
- Replayability

PLANNING

TOOLSET

- Unity
  - Overhead
  - Compatibility
- C++
  - Familiarity
  - Libraries
- SDL
- Source Control
  - Git

DESIGN

- Style
  - Simple
  - Rectangular
- Palette
  - Consistent
  - Sharp

INTERFACE

DESIGN

- Object Oriented
- SceneManager
- Renderer

EXPERIENCE

- Animation Engine
- Immediate Mode UI
- Mixer System