

The Room (Not the movie)

Team Awesome

Cole Proctor
Edwin Chiang
David Nyberg
Austin Metz
Chen KaKam



Our vision



Intro

- Puzzle game “The Room” involves two players working together to light the path.
- The two players are not allowed to look at each other's rooms, so the only way they can solve the puzzles is through communication.
- The players have 100 seconds to finish the levels and they will fail if not completed within the time.

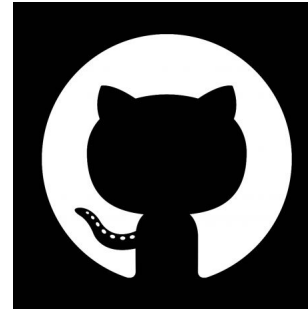


GitHub/Discord/ Trello/GameMaker

We used github during our development for version control and collaboration. This made it easier for us to work on the same code at the same time. (4*)

Discord was used as our tool for communication and a way for us to share any important updates to each other. (5*)

Agile methodologies were used to complete short sprints as we implemented one feature at a time. (3*)



Trello was used as our tool for planning our development and helped us organize our time. (2*)

Gamemaker studio helped us create our game by proving a nice and easy to use development environment. (5*)



Testing

Unit testing was done by ourselves, the code that was written is easily testable when running the game, Collisions, turns, timer, and time outs where what we tested the most. We tried to break the game.

GameMaker has a built debugger that we used during development to help fix bugs.



Database

We are currently using a local database within our game where we store our highscores.

The user is prompted to enter their name when the game begins and this is stored along with their final score at the end to the database.



Deployment

- Gamemaker is a good compatible engine that can meet all our deployment needs;
-
- It is currently connected to Steam that will has many potential players. So we will publish it to Steam Workshop first, and improve the compatibility based on the feedback we have (resolution, system and so on). It will eventually be ported to both IOS & Android systems that can be download from many app stores.



Problems



- Unity as a base engine was unreliable working in a 2D environment.
- Engine switch took a lot of time and a lot of re-learning.
- Finding an art style and music style that fit the game.
- Glitches to the extreme.



Demo

Future Aspects



Online Scoring

We are currently using a local database in Game Maker Studio 1.4.

We Intended to connect our database to a localhost server, but had issues exporting our data from the game. Given more time we most likely would have been able to resolve these issues.

Later we wish to move the database to an online one so that scores can be compared to all instances of the game.



More Room

- More stages that increase the difficulty as we go along.
- Port to phones once the product is complete, so the game can be played properly.
- Different environments, perhaps the players will break out of their “test cells” (It’s not a Portal ripoff I swear).
- An ending that will blow your mind.
- Black screen between rooms (it’s too easy to cheat right now.)
- Sound effects and new music.