Game Jam 1 Research Questions

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Task 1

Expanding Thingy Flingy into a Large Game.

I think this game has a lot of potential to be expanded upon, in design and gameplay.

Enemies

I would use the talents of artists and designers to brainstorm ideas and designs for enemies in the game. These ideas and designs would be put onto paper as words and concept art illustrations. For enemy designs that make it through that conceptualization phase, I would have them be put into the engine to see how they feel to fight.

World

First, we would create some concept art to get a feel for the theme of the game and what the levels should look like. Then we can Greybox some levels in the engine to see how gameplay feels, whether the levels should be discrete or continuous and whether the game works better in an open-world environment or a linear path.

Story

I think this game could lend itself well to a surreal story. In order to get a feel for it, the story can be prototyped in a storyboarding software, with illustrations.

Including 3rd party code libraries in C#

In Visual studio, you can add 3rd party code by right clicking on the references folder and clicking “Add reference”, which will allow you to add dlls. Once that is done, you can include it in your script by adding a using statement at the top.

Additionally, you can just manually download 3rd party scripts from online sources, put them in your project, add them to the solution and use the code and namespaces from there. You can even do this with entire projects. However, when doing this, care should be taken not to infringe on any copywrite/ip laws.

Using GUI to Interact with the player.

The GUI in games is used to display data to the player and present options to the player which are not immediately made apparent otherwise. This can be in the gameplay, or in the menu systems of a game. GUI should be readable at a glance, unobtrusive, and easy to interact with. In Unity games, using Canvas with properly configured layout elements and groups ensures that that GUI systems will retain their structure regardless of how the screen is scaled, which helps maintain readability and usability on all devices.

Resources

- https://stackoverflow.com/questions/38702227/how-to-add-a-third-party-library-in-c/38702290