**Repositories:**

<https://github.com/JoshKostka/NewRR>

<https://github.com/JoshKostka/RealestateRepo>

**Hack ‘n’ Plan**

<https://app.hacknplan.com/p/178091/admin?section=general>

**2. To ensure you have a clear understanding of the gamified application you are producing**

**for the client, you will need to research the gameplay elements and objectives for**

**different genres of video games and gamified applications. Identify, analyse, and review**

**at least one (1) genre of video games relevant to the gamified application you will be**

**producing. In your review of the genre explain the core mechanics and other gameplay**

**elements it is typically associated with, and describe the player objectives typically**

**presented in the genre. Document the findings of your analysis and review in your**

**production diary.**

**3. In order to produce an application that efficiently fulfils its intended purpose, it is critical**

**to build a clear understanding of the primary audience(s) it will be built for. In your**

**production diary identify the primary target market that the gamified application is being**

**produced for, and clearly describe the relationship between the intended purpose of the**

**application and the needs of the market.**

**a) After you have identified and described the primary demographic for the**

**application, you need to understand the motivations of the market. Research the**

**consumer choices and patterns for the target demographic(s) of the application, and**

**in your production diary describe your interpretation of these choices and patterns**

**and how they may impact the marketing of the product.**

**4. With an understanding of the genre and target demographics relevant to your selected**

**gamified application, you need to determine how your selected project can be ‘gamified’.**

**Research and identify at least two (2) game design principles and two (2) gameplay**

**strategies, and in your production diary outline how they can be applied to your selected**

**project.**

**5. In order to efficiently maintain and monitor the production cycle, you must consider the**

**industry standards and organisational guidelines that need to be followed throughout**

**production. In your production diary outline the guidelines for version control and project**

**management that will be followed throughout the production of the project.**

**a) Describe how version control (such as Git) and other relevant software (such as**

**GitHub or SourceTree) will be used to maintain the integrity of the project files**

**during production. Here you must include a link to a software repository you have**

**created for storing the project files throughout production.**

**b) Describe how agile project management software (such as Hack ‘n’ Plan) will be**

**used to monitor and maintain the progress of production for the project.**

**6. It is important to create a production and testing schedule for the development of the**

**project so that you can track production progress and prioritise your work accordingly.**

**Use relevant project management software (such as Hack ‘n’ Plan) to organise and**

**maintain a schedule for production and testing throughout the development cycle of the**

**project.**

**a) To build an effective schedule you will need to ensure that you have identified all**

**of the required technical specifications for the gamified application, as well as the**

**assets that need to be sourced and/or produced. For each of the tasks and tests**

**being generated and managed through project management software, ensure you**

**include all of the required details as according to the creative and production**

**requirements of the project.**

**b) Your schedule will need to outline the development sequence for the construction**

**of a beta prototype of your selected project. Use relevant features and tools**

**provided by your project management software in order to create and plan iterative**

**phases of production (sprints) for the entire production cycle.**

**7. With the different types of assets required for the application identified and a list of**

**required assets defined, you will need to consider the standards and procedures for**

**implementing the asset files within a game engine. Meet with the studio manager to**

**evaluate various types of file formats for different types of assets, and discuss potential**

**issues that may be encountered when integrating the assets into a game engine.**

**8. After determining the required assets and the specifications for their file formats, you**

**may now begin to generate original assets or source and select existing ones as**

**necessary. Download the Unity package file provided for your selected client project**

**(e.g. ‘RealEstateWalkthrough.unitypackage’) from the ‘AT03 Client Projects’ directory on**

**BlackBoard, which contains the scripts required to define the core functionality of the**

**project. Visual and audio assets may be sourced and downloaded from a third party,**

**provided that the assets have been released under the CC0 or CC-BY copyright licensing**

**terms. All third party assets must have their original sources documented in your**

**production diary. All assets must be stored in an appropriate version control repository**

**so they are ready for production.**

**9. To ensure that production runs smoothly it is important to ensure you have considered**

**how you will maintain the progress of production against the planned progress outlined**

**in the schedule. In your production diary describe at least two (2) strategies that you will**

**use throughout production to actively monitor the actual production progress against the**

**planned production progress.**

**10.The final element of pre-production that needs to be defined is the game-engine**

**software that will be used to construct the application. There are many commercial**

**game-engines available to choose from, with each having different strengths and**

**weaknesses. As such it is important to research and consider the tools and features**

**provided by different game-engines in relation to the concepts of your selected project,**

**to determine which engine is most suitable for producing the gamified application you**

**will be developing. In your production diary evaluate at least two (2) different gameengines available for commercial use, describing their strengths and weaknesses as well**

**as some of the unique tools and features they provide.**

**11.Once you have assessed the strengths and weaknesses of at least two different gameengines, it is important to consider how suitable they will be in the implementation of**

**your selected project. Meet with the studio manager to evaluate your research findings,**

**and assess which game-engine will be most suitable to produce the project and its**

**corresponding gameplay requirements. Select the most suitable game-engine software**

**for production based on the outcomes of the discussion.**

Background music: [https://pixabay.com/music/future-bass-lifelike-126735/](https://pixabay.com/music/future-bass-lifelike-126735/%20)

**User Trials:**

**Trial 1: Richard**

Feedback:

* Hitbox for waypoints are a little off in the bedroom

**Trial 2: Colton Onderwater**

Feedback:

* Bottom teleport pad should be clickable
* Text saying to click on the waypoints rather than use WASD which is natural to most people for first person applications.

**Trial 3: Josh**

Feedback:

* Bottom green waypoints are sometimes unclickable
* Not all audio implemented

Chosen to fix based on budget/time constraints:

* Fix waypoint issues
* Add text saying “Look around with the mouse and click on waypoints and text bubbles”