

# **Project Game Design**

## **Weekly REPORT**

### **Goals for the week:**

- Looking for a game idea
- Preparing the onesheet
- Having a concept of 3D side scrolling

**February 28th**

### **Accomplishments:**

- We had a main idea: Ronin's Revenge.

The game is an adventure game where we play as a samurai. Taking place during feudal Japan, it's a 3d side scroller where a ronin named Kazuo fighting enemies, exploring environments, and decisions that can change the course of History.

- Lucas has created an unreal engine scene where we use a predefined character model with predone animations.

We are using blueprints to program the character, and we managed to make the player's crouch animation.

- Thomas has started to create the game cover using Canvas;

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### **Observations:**

-Data 1:

-Data 2:

### **Problems:**

-We have an issue with our computer's processor: they aren't powerful enough, so we have trouble to compile our scene quickly.

-Data 2:

## **March 1st**

### **Accomplishments:**

-Lucas has started to write an onesheet document about our game

-We managed to flesh out the Story (updated using fantastic elements and demons), the Gameplay mechanics (Double jump, attack/combo; 2 katanas, dashing, boss, and potentially swimming), the levels (Pagode/town, night forest/ big boss) and Characters (Kazuo, enemies, boss/demon)

-Karine has managed to create a github hosting in order to update our unreal engine scene.

-Thomas started working on test cases

-Paul created a document to resume's Ronin's Revenge potential mechanics and systems.

### **Observations:**

-We have decided to not render the characters ourselves, and we will look for models ready to use with animations.

-Data 2:

### **Problems:**

- Paul started watching on youtube a side scroll tutorial, but the video isn't explainable enough for him.
- Github doesn't work correctly when we push unreal engine stuff.

## **March 3rd**

### **Accomplishments:**

- We have created a document for the one-sheet for our planned game and send it to Konstantinos
- Paul started to follow a tutorial on how to make a 2D scrolling game in unreal engine with blueprints
- Karine also created a 2D side scrolling scene with a samurai character. For the moment, he can run and jumps.
- Thomas has finished his test plan and Lucas has started writing his functional

### **Observations:**

- Data 1:
- Data 2:

### **Problems:**

- Data 1:
- Data 2: