Group 11 Assignment 1

# **Introduction**

* Game Description:

2d puzzle platform game. objective of the game is to collect all the collectibles to exit and complete the level. The collectibles are located throughout the level where the player must complete a series of obstacles/puzzles to gain the collectible. The art style is simple yet satisfying for the player and for the purpose of this prototype.

* Game production approach:   
  Top-down. First, the group decided what kind of game they should make before splitting up the responsibilities and tasks each of us had to complete in order to achieve the initial goals. The team was then split into 3 main groups: 2 for the programming and level design, 1 for the art and aesthetics of the games, and 2 for documentation and overall design of the game.

# **Production Process**

* **Planning**
  + Product Requirements and Specifications
    - Requirements:   
      To complete a prototype for any type of game the group chose to do a successfully function as a team. Each member of the team chose a role which they had to carry out to the best of their abilities in order or complete the task at hand. if a member had no real preference for a role the project manager had to assign a task for that person.
    - Constraints:

Time. the group had very little time to complete the assignment. Load-shedding. One of the group members had technical problems which reduced the amount of time the group had to complete the assignment.

* + - Success Criteria:  
      A functioning and enjoyable 2D puzzle platform game. the goal of the game is to collect all the collectable in the level in order to exit the game.
  + What type of game have we decided on? (based on the above PRS)
  + Target Audience:

Any age groups. Focusing on people who enjoy arcade game. The game is simple yet satisfying on a mechanical and dynamic level with the aesthetics bringing everything together for a “time killer” type of game.

* + Development Platform:  
    Unity 2D.
  + **Schedule**
    - Who is responsible for what and why?
    - How many times have we met and the decisions we took?
    - Time estimates, when is what due?
    - Were there any discrepancies between the time estimates
* **Production**
  + Design Implementation and Decisions
    - ***This must be guided very much guided by our Success Criteria, the type of Rationale you used to produce in your previous games. Why did we decide on this particular type of game?***
    - Asset Production
      * Using basic shapes for characters, why?
    - Code
      * Basic flow chart of the main mechanic. Why was it designed this way?
      * Why the reuse of existing code?
    - Level Design
      * Type of level and why was it designed this way
      * Collectables, their roles and how they are used effectively
    - Gameplay
      * Overall gameplay and the design rationale behind it
      * Game feel (Controls, Particle effects? Sound Effects? etc)
* **Testing**
  + Did we meet our Success Criteria?
  + Bugs
  + What is our overall impression? (fun? Does it matter?)
* **Post-Production**
  + Fixing the bugs/maybe not (We have Constraints)