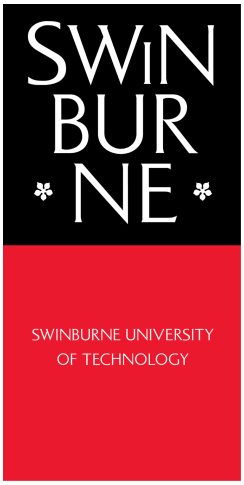
Swinburne University of Technology

Game prototyping lab

Project Report



Student numbers:

James Taylor - 104564898

Christopher Brand - 104558561

David Phillips - 104568722

Stephanie Bolt - 103614242

Birat Sapkota - 104080323

Summary of any work not implemented into the final build

Queue system

One of the major systems that didn't make it into the final build for our game was our queue system, the original plan was to have the animals pop up in the corner of the screen in the window shown in figure 1. However, as we started figuring out the layout of how the animals were going to be exchanged on the screen, it became a large undertaking for something of a low priority that we decided to cut it. Instead we decided to just have the animals pop-up from beneath and walk out as it was easier on the scope of the project as a whole.

Different levels

Originally we had the idea to implement multiple levels for each song into our game, to give a variety of use to each song, but after much deliberation, we decided to focus our mechanics into one level and attempt to polish it as much as possible. Our single level feels cohesive and gives a good impression on what the game's feel would be. The different levels would’ve had the player travelling to different locations and helping animals themed around the environment; barnyard animals at a farm to exotic animals at a zoo.

Different songs

Similar to different levels, we were originally going to add multiple songs to our game but focused on one song to prioritize polish in the limited timeframe.

Varying animals (birds, dogs, etc)

Theoretically, our plan for the extended game would be to add multiple animals with different rhythm focuses, such as dogs giving patterns with notes on the onbeat, while cats give patterns on the offbeat, birds giving patterns focusing on triplet feels, etc. We wanted to illustrate the core gameplay first, and believed that focusing on one animal would lead to a simpler and more concise game. We also originally intended to expand the lineup of animals, with additional typical pet creatures, mainly different rodents.

Then plan on having more difficult ‘wild’ animals appear, acting as rare encounters or minibosses. This however fell outside the range of what was achievable.

Changing Background

The background originally was going to start out unsaturated, black and white, and slowly through the level, gain colour as the player hits more notes, this was not implemented in the final build due to time constraints on the project and prioritising other more vital features.

Overview of discrepancies between the initial design

Picking pets

Actually picking what animals we wanted in our game was a large continuous decision for us. The main reason for this was obviously scope e.g creating the art and animations for the animals in the first place. By about week 6 we had settled on birds, cats and dogs. There were plans for creatures like snakes or hedgehogs to disrupt the flow, by popping up as creatures the player would have to avoid interacting with, we worried this feature would disrupt the flow of the rhythm, and ultimately it seemed too challenging to implement in a fun way before the deadline.

Swapping to mobile

After our initial pitch, we had the recommendation to port our game to mobile devices to better suit our target audience of young children. After Christopher had an investigation into porting to mobile and found that it was doable, we were able to commit to this system.

Simon says or true rhythm game

We spent a long time deliberating between the gameplay being call and response, or timed to the beat like a typical rhythm game. Ultimately we voted on a simon says type of game, as it allowed for a more engaging gameplay loop and better suited the scope.