Specialism- Coding

Codes Due to Complete:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **PROGRAMMING** | **WHO TO DO** | **WHEN BY?** | **COMPLETE** | **NOTES** |
| **ALICE (Lead)** | Amy |  |  |  |
| walking | NA |  | Unneeded | No animation |
| running | Amy |  | Done |  |
| jumping | Amy |  | Done |  |
| idle | Amy |  | Done |  |
| Falling | Amy |  | No Animation |  |
| Death | Amy |  | Done | Not animated- Game over Scene |
| **Pick ups** |  |  |  |  |
| Grow | Amy |  | Done |  |
| Shrink | Amy |  | Done |  |
| Life System | Amy |  | Done |  |
| **JABBERWOCKY** |  |  |  |  |
| Running | Amy |  | Done |  |
| Fire attack | Amy |  | Done | not sure if wanted but have completed |
| Chase Alice | Amy |  | Done |  |
|  |  |  |  |  |
| **Start Menu** | Amy |  | Done |  |
| Pause/Restart Menu |  |  |  |  |
| Studio Name | Amy |  | Done |  |
| Game Name | Amy |  | Done |  |
| Game Over | Amy |  | Done |  |
|  |  |  |  |  |

Vertical Slice Objective:

The original idea for the vertical slice was to have Alice start above ground level and fall through a tunnel, she then has to collect a Key, which is just out of reach, but she can drink the growth drink in order to grow, therefore being able to reach the key. Alice then aims for the door, this is where the jabberwocky begins to trace Alice and she has to reach the door before the Jabberwocky catches up to her.

What changed in the original idea?

We had a lot less animations than originally planned, one animator was no longer available which meant Javan had a small amount of time to produce the animations, but we managed to get the main ones working within the game.

We also don’t currently have an environment as we are still waiting for them to be completed.

What went well?

Overall I think the basic mechanics of the game are there, it is clear what the aim of the game is, it just needs more developing. The pick ups work well and give the game more life throughout and the Jabberwocky will follow Alice within a certain range, which is a code I have never wrote before, so I am glad it works in the way it is supposed too.

I also think the 3D models in the game work really well, they bring the game to life and make the Vertical slice look more professional. The animations really made the vertical slice more of a vertical slice rather than looking like a prototype.

What went wrong?

The animations that had been created were unable to transition from one animation to another. E.g Idle to running, this was due to each animation being slightly differently sized and the rapid points on each animation were located differently. This meant that, with the short time limit, I had to find a way to make the animations work for Alice. I ended up creating a code that allowed me to swap between different Alice animations rather then using the animator, which worked within the vertical slice but was not as smooth as the animator would have been.

I think my group also struggled with time management and some people had some personal issues which mean that the workload was shared with more than others, without much notice which made it very difficult to bring the vertical slice together.