Games Analysis and redesign

<Game Name>

<Team Name>

Team Members and Roles

|  |  |
| --- | --- |
| Name | **Role** |
| Liam |  |
| Luke |  |
|  |  |
|  |  |

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# Game Analysis as Designer:

In your groups of two to three, Analyse the Game you have made (Tank Game, Boat Game, or other). As a team write your results

**Game Name: stealth game**

**Brief description of the game (Genre, time made, story)**

Stealth, modern times, no sure of story

**Briefly analyse the main gameplay, what works? what doesn’t? why?**

When you touch someone they will dies and you will slash them

**Who is the Target audience, what kind of things does the game use to drive this?**

12 + there will be blood and the game is about killing and stealing things

# Game Analysis as Programmer:

In the same groups, research the same game, but this time, look at the mechanics it has. You can use the game examples used last session with Game Analysis.

**List as many mechanics that you can find in the game (At least 6):**

**Next page we will analyse the mechanics more**

* movement
* Combat/shooting
* aiming
* detection
* scoring
* spawning
* AI

**From the list written, Describe the Core Mechanics of the game (Including movement)**

**Movement Mechanic: Tank Movement**

**W to go forward s to reverse. A and d to turn left and right. When releasing the button, the tank stops that action**

**Mechanic 1: shooting**

**When you press the left mouse button you spawn in a bullet with a forward moment/force pushing the bullet to where you are aiming**

**Mechanic 2: Tank Aiming**

**Where ever your mouse is that’s where the tank turret will look and point to**

**Choose 4 supporting mechanics, and describe how they interact with the main mechanic to create an interesting experience for the player:**

**Mechanic 1: health**

**So this mechanic makes the player and enemies be able to die and get damaged**

**Mechanic 2: AI**

**Where the enemies will walk and where they can not and to follow the player and stop when they get too close and to shoot**

# Your Game adaption

In your team, break down the adaption of the game you are planning to make. You need to make at least 2 changes or new mechanics at least per team member split evenly between yourselves. For this task try to make 3-4 for each and then look at what to refine / cut when you start planning the schedule

**Brief description of the game (Genre, time made, story)**

A stealth game where you have to get5 money from ATMs and bring it back to your get away car

**Briefly analyse the main gameplay, what works? what doesn’t? why?**

Shooting wont be a thing and it will be a slower paced game and the enemy will move to your last known location if they saw you run away behind a wall or something and will add in a wondering path for the enemys

**Who is the Target audience, what kind of things does the game use to drive this?**

Most likely 12 + there will be blood and the game is about killing and stealing things

**Describe the mechanics you are keeping the same (Add more if needed)**

**Mechanic 1: the movement**

**Mechanic 2: ai**

**Mechanic 3:**

**Describe the mechanics you are going to adapt, and what you will do to them (Add more if needed)**

**Mechanic 1: Health**

**You will die in one shot and the enemies will also die in one shot**

**Mechanic 2: Shooting/attack**

**The enemies will be the only ones with guns and the player will have a sword/knife and will one shot the enemies**

**Mechanic 3: ai**

**The enemy tank detection will be a square shape in front of them so if you walk in front of them they will detect you but if you walk behind them they wont hear you and if you walk behind a wall while being seen they will go to your last known location**

**Provide a list of brand-new mechanics you are wanting to add (Add more if need be):**

**Mechanic 1:**

**Mechanic 2:**

**Mechanic 3:**

# Team Details:

## Your Roles:

<Rather than identify your role as ‘Programmer’ or ‘Designer’, try to write one or two sentences describing what you will work on. For example: ‘For this project, I will program the character control scripts and make sure the player character responds correctly, including playing the correct animations’   
1 – 2 sentences.>

### Member 1: Luke

Programmer

### Member 2: Liam

Tester

<https://www.youtube.com/watch?v=gx0Lt4tCDE0> – Action listener for activating things

## Your Tasks:

<List the tasks you are responsible for. What specific things are you working on for this project? Examples might include finding or editing sound effects, level design, scripting specific level interactions or characters, et cetera.  
Bullet-point tasks list (around 4-5 per team member, or as many as you are responsible for)>

## Team Goals:

<What does your team want to achieve, and by when?  
A list of 2 or 3 goals for each milestone. Consider 2-3 project milestones. Consult your trainer for guidance>

|  |  |  |
| --- | --- | --- |
| Milestone | Date | Goals |
| Finish tank game | <week 6> | I have made and completed the tank game in time to make changes and other additions to the game |
|  |  |  |
|  |  |  |
|  |  |  |

## Digital Communication Tools:

<What communication tools are your team using, and why. Write 2-3 or more bullet-points or sentences on why you choose each tool.  
List each tool you are using – at least one, but may be more.>

|  |  |
| --- | --- |
| Digital Communication Tool | Selection Criteria |
| discord | .commonly used  .easy to use |
| Teams | .teacher can also use feedback  .simple |
| iMessage | .On the go we can talk  .everyone uses phones |

# Team Planning Discussions:

<Keep a record of when your team met to discuss the project, and what you contributed to the discussion. Give details of at least 3 meetings. You can attach screenshots of any emails or chat logs that show team planning discussions.  
Bullet-point list or 1-2 sentences for each team meeting. Provide enough evidence to demonstrate your active participation in team planning discussions.>

|  |  |
| --- | --- |
| Team Meeting Date | Description of Contribution |
| <Week 7> | In todays class luke and I discussed what we would change to the game to make it different and what theme should we do so we went to a idea generator and it came up with the word “shadow” so I thought we should do a stealth game so we decided on that |
| <Week 8> | In class me and luke decided on what we are both gonna do and we decided that im going to do 3 different mechanics and he will do 2 |
| <week 10> | Had a discution on what we are upto and what we are doing |
|  |  |

# Post-Project Analysis

<Complete this section towards the end of your project>

## Project Feedback:

<List 2-3 pieces of feedback you received, and any action you took in response. This could be bug reports from playtesting, or feedback from your trainer or peers>

|  |  |
| --- | --- |
| Feedback | Actions Taken |
|  |  |
|  |  |
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|  |  |

## Technical Issues and Problems:

<List at least one issue or problem ***you*** encountered during the project, and what you did to resolve it. This could be a problem with the game, or with your development blog.  
For example, you might have had trouble programming a specific feature and decided to redesign it with your team, or ask your trainer for advice on how to implement it.  
Write 1-2 sentences for both the problem description and resolution.>

|  |  |
| --- | --- |
| Technical Issue or Problem | Resolution |
|  |  |
|  |  |
|  |  |

# Copyright Details:

<List any assets you used that you did not create yourself, and details of where you found them or their copyright information.>

|  |  |
| --- | --- |
| Asset Filename or Description | URL or Copyright Information |
| Assets from AIE resources |  |
|  |  |
|  |  |
|  |  |