**Script**

**Slide 1**

**Slide 2 – Project vision and Background**

RetroGolf’s vision is to deliver a playable SPA web game that will give off a mini golf experience. Players will find themselves in a nostalgic journey, competing in nine unique levels to get the lowest scores possible. The game will be engaging and competitive fun, with features of customizable characters and items, and also a leaderboard to keep track of your score and minutes spent playing. The inspiration has come from games like raft wars to 8 ball pool.

**Slide 3 – Project Plan and Sprints**

So far, I have completed two sprints. During this sprint I have discussed the tasks that I needed to create the plan for my project. This included the GDD and product backlog. I had also set to research any issues that might take place. There were currently no issues to be raised for this sprint. The review of the meeting was successful as the game idea had been chosen and the plan was ready to be completed before the next sprint.

For the next sprint, I discussed the UML diagrams and the initial prototype were needed to be completed next. There were still no issues up until this point, however issues and challenges have been researched and noted down to ensure that they can be tackled easier if they appear.

Before I move on to the UML models I will briefly discuss the game design document to highlight the plan for the game.

Retro Golf is targeted to male players ages 18-24. There will be a leaderboard which tracks score and minutes spent playing. The game will include controls for shot angle and power, and the player will only get 10 shots to get it in the hole before being moved onto the next level. There will be different themes for each level such underwater and space environments. I will be creating most assets myself, but will be getting some assets, such as backgrounds, from an assets store. There will be music and sound effects that will correspond to each levels theme. I want to create customizable features such as the golf ball, golf clubs and player character.

**Slide 4 - UML Models**

Next I will move onto the UML models. I have gathered the user cases to display what the users will want from the game. The users need to be able to start and restart the game, play a functionally working game, load the next level, add username to the score and mins spent playing , view the leaderboard and open the settings, but it is optional to customize features.

I have created a simple version of the user class diagrams which demonstrates the main functionality of what the game will be. There will be a main menu which gives the user the choice to start the game, go to options or go to leaderboard. If the player starts the game, the ball, hole, score and level will be created. If the player completes the level it will move to the next level. If the player completes the game, they will be directed to the leaderboard to enter their name. The player can view the leaderboard whenever they want from the main menu to see what score they need to beat. If the player goes to settings, they can view the controls and the game objective to understand how to play.

**Slide 5 – Initial Prototype**

I will now demonstrate the first prototype. So far, the game does not actually function, however I have built the home page which will take the user to the start game screen when start is clicked. The start game currently shows the canvas where the game will be played and the score underneath. This leads me onto the issues and challenges faced.

**Slide 6 – Issues and Challenges Faced**

For the first two sprints there were no issues that I have faced but now that I have started to build the prototype I have faced a few issues. I was struggling to get the functionality for the game working so I need to spend more time working out how I will create it.

I had been set back with the layout and design of the home page. I created an initial version which gave me issues when trying to create the game, therefore I had to make a complete redesign which now has better functionality and simplifies the code better.

There will be more issues or challenges that I may face when trying to build the game. These issues may be creating the leaderboard and storing the data, creating the shot power bar, and adding a customizable character feature.

The biggest challenge that I will face is time. I need to complete the game with the deadline and having these issues will set me back meaning that I may not have enough time to get a complete game. I will be keeping this in mind and using the sprints to plan my time accordingly.

Thank you for listening to my game update. I will be looking forward in showing off the final project when it is finished.