**Script**

**Slide 1 – Intro**

Good Morning, I am going to be sharing my vision behind Retro Golf, along with insights into the project plan and a sneak peek at the initial prototype for the game.

**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 timeless games like raft wars to 8 ball pool. With an increasing demand for engaging online games, RetroGolf aims to provide players with a nostalgic journey whilst introducing fresh and exciting elements into traditional mini golf gameplay.

**Slide 3 – Project Plan and Sprints**

Next I will discuss the plan for the project to ensure the success of Retro Golf. I have organized the development process into sprints, which will contribute to the overall progress of the game. This structured approach will help me keep track of tasks, meet the deadlines and deliver a seamless gaming experience. I have also created a product backlog which keeps track of all of my tasks.

So far, I have completed two sprints. My first sprint took place on 29/11/23. I 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.

My second sprint took place on 13/12/23. The tasks that needed to take place before the next sprint were the UML diagrams and the initial prototype which I will be showcasing 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. After this sprint and finished, the main priority was to complete the initial prototype for the game to give an overall idea on how it will turn out.

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. The objective is to get the ball in the hole in as few shots as possible, across nine levels. 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.

**Slide 4 - UML Models**

**Slide 5 – Initial Prototype**

**Slide 6 – Issues and Challenges Faced**