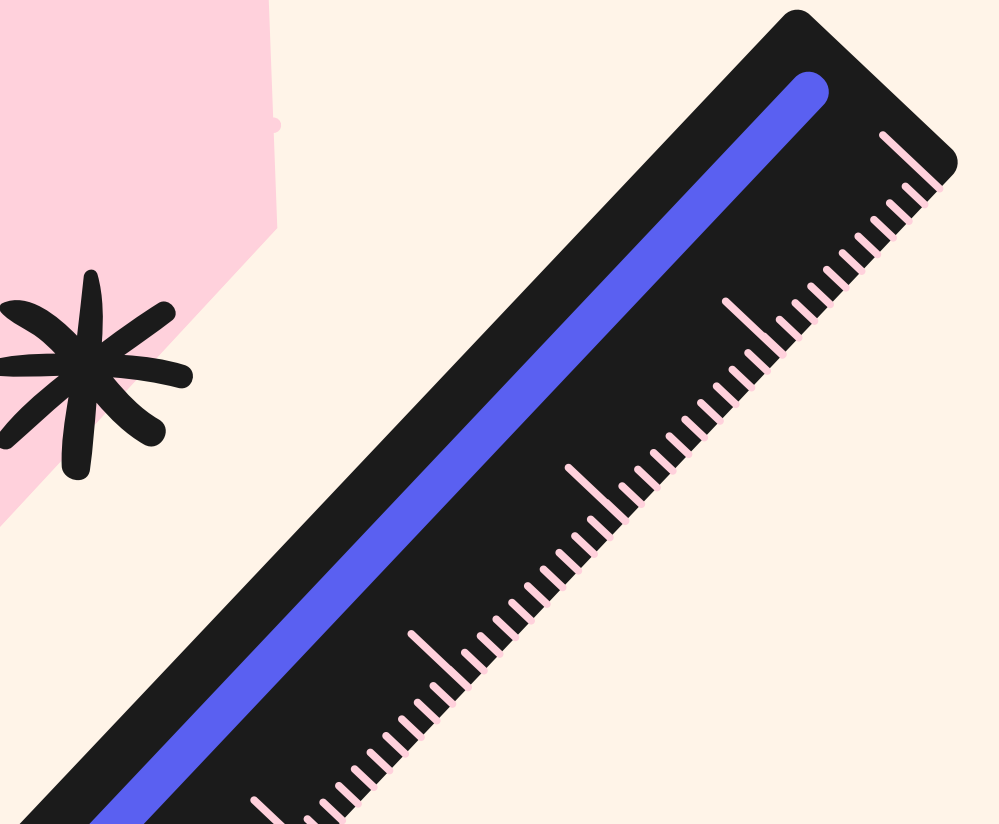
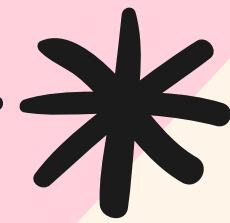
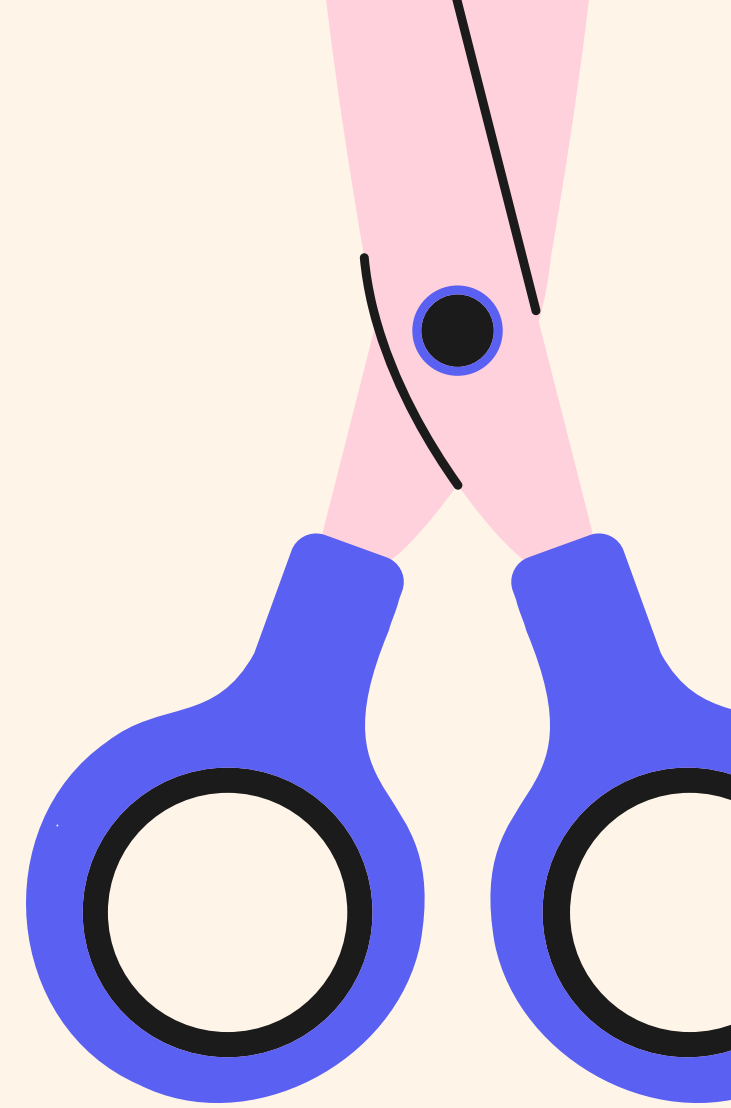


GAME PROJECT

RE : SLIME

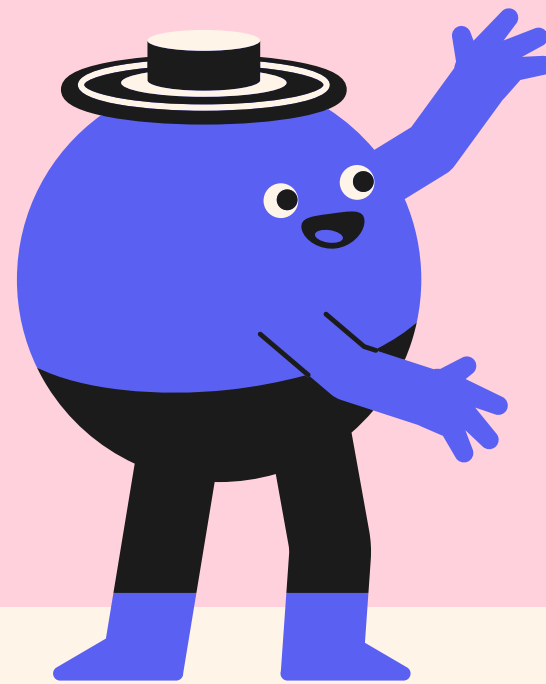
EN842004, EN842005



MEMBERS



Nawapong Phimal
633040480-5



Matus Yaowvasrisuwan
633040476-6



Nunnapat Srithong
633040218-8

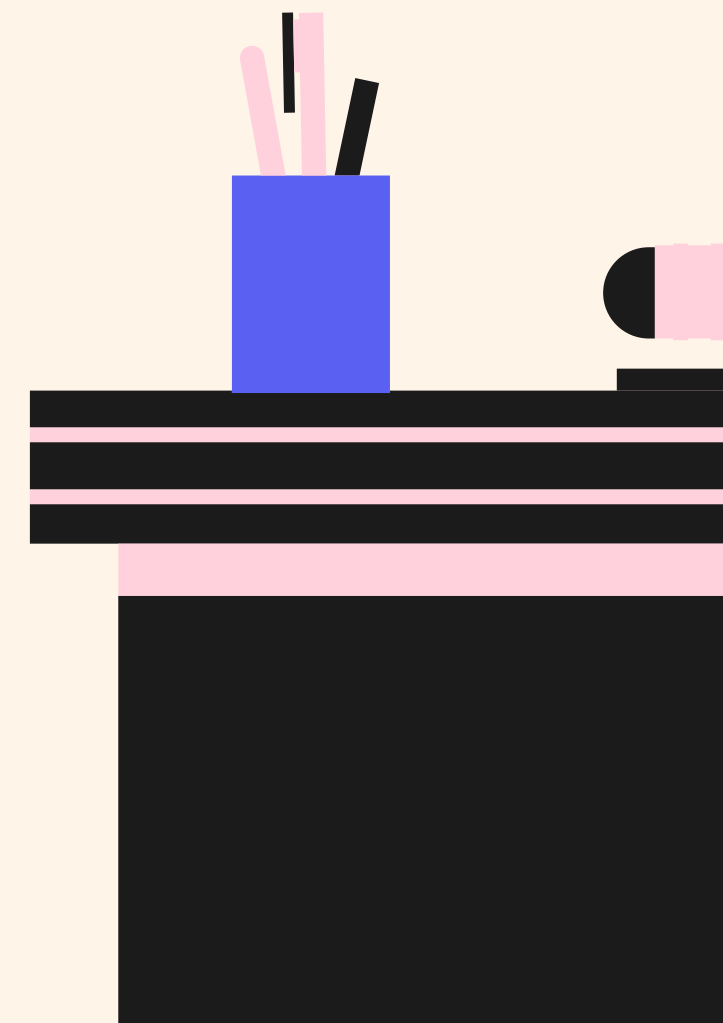
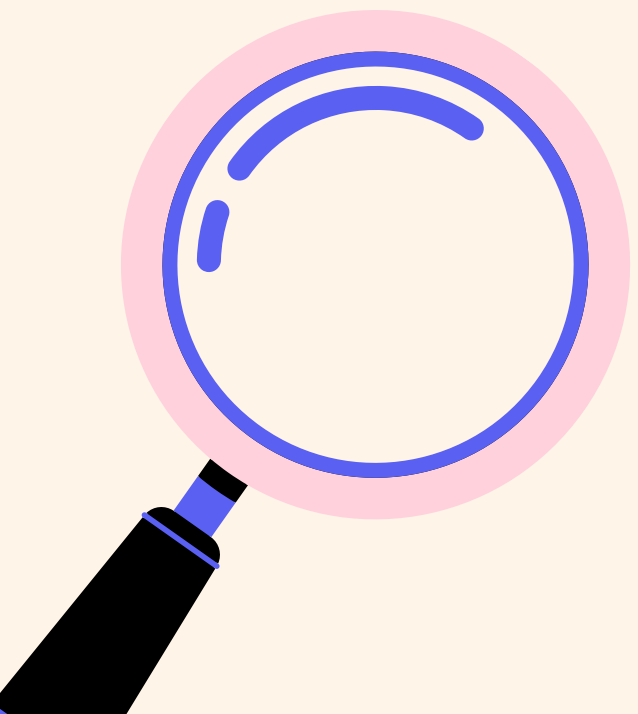
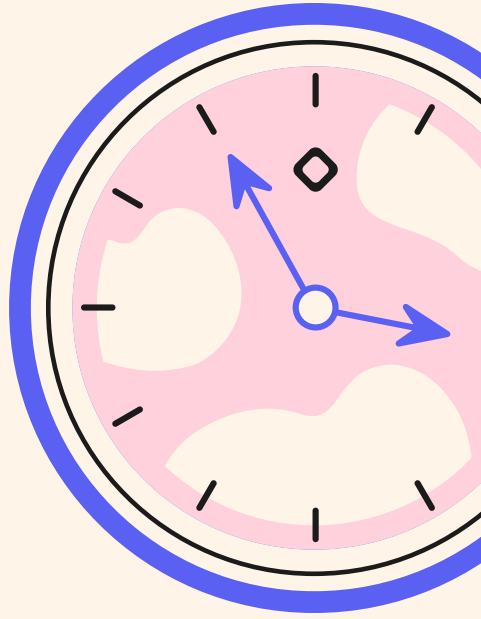


Agenda

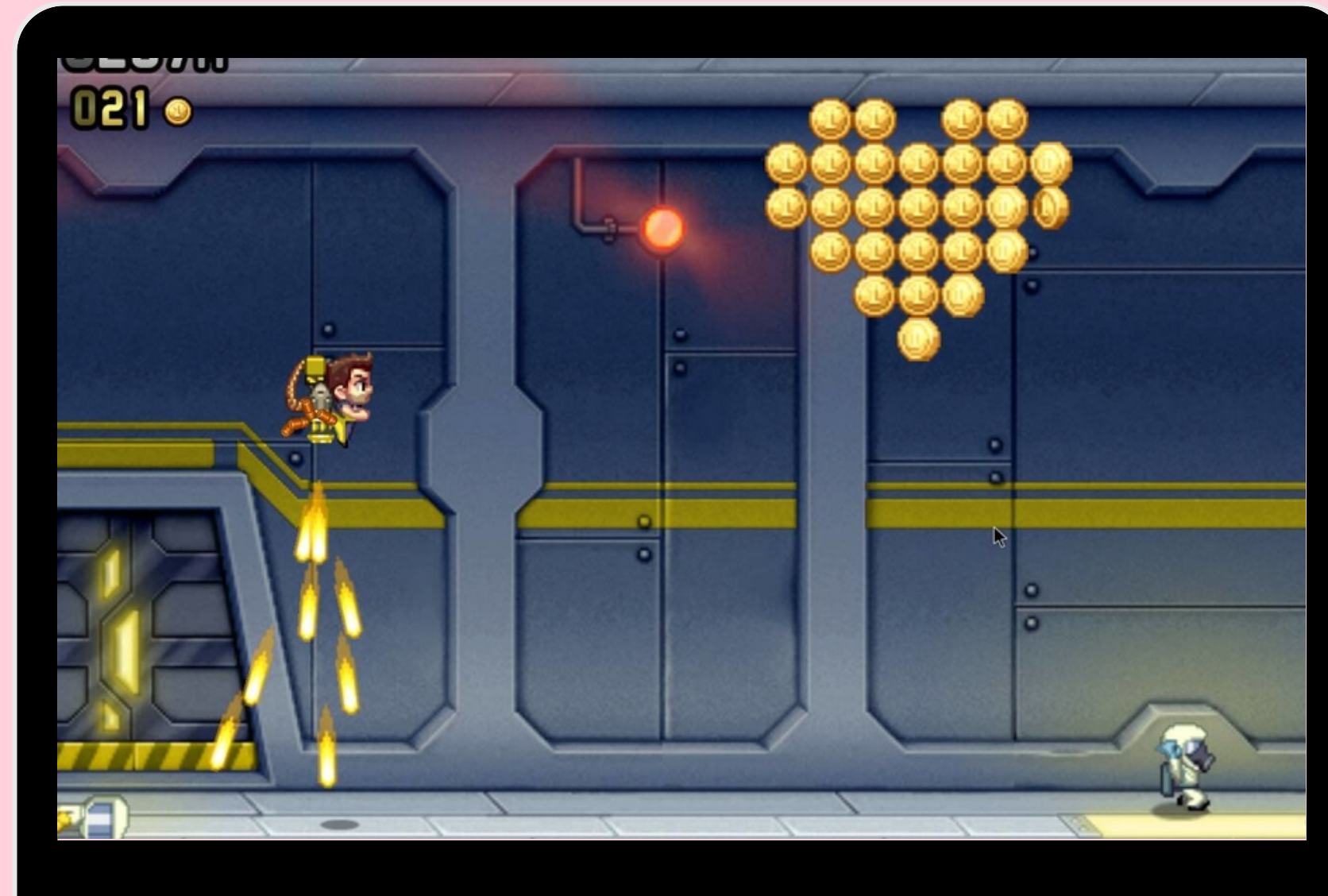
- **Motivation**
 - **Related Applications**
 - **Objective**
 - **Program Development**
 - **Scope**
 - **Methodology**
 - **Tools and Technologies**
 - **Software Specification**
 - **Details of the project**
- 

Motivation

- Presently, our group members are now sophomores and we aim to make a finest quality portfolio that could fulfill our satisfaction. Each of the members has different orientations, so we decided to make this project to pull off each potential utmost.



Related Applications



Jetpack Joyride

Related Applications



Subway Surfers

Related Applications



Temple Run



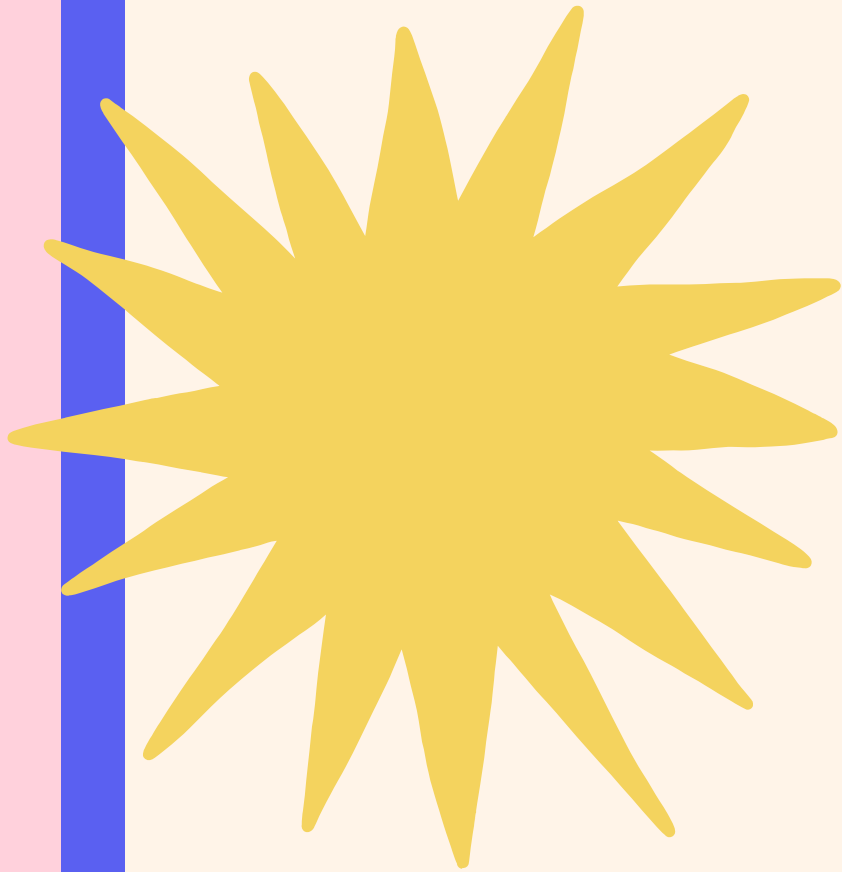
Objective

1. We aim to perform every member's best potential that could be used in industry fields.

2. We want to be an open source for any student who is interested in making video games with game engines.

SCOPE

To make a game with keyboard and mouse interactions. The game is planned to be less than 5 minutes long.



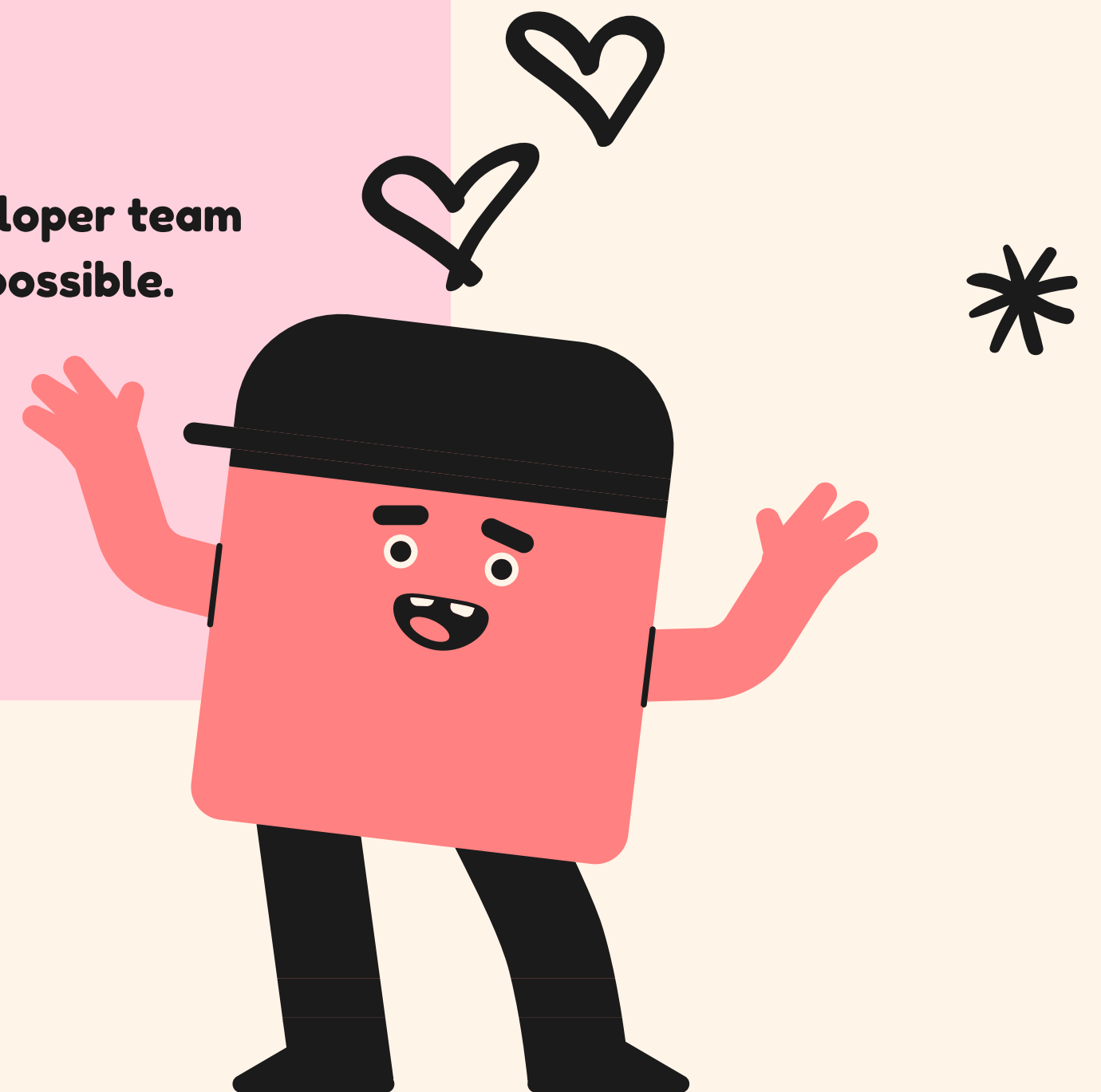
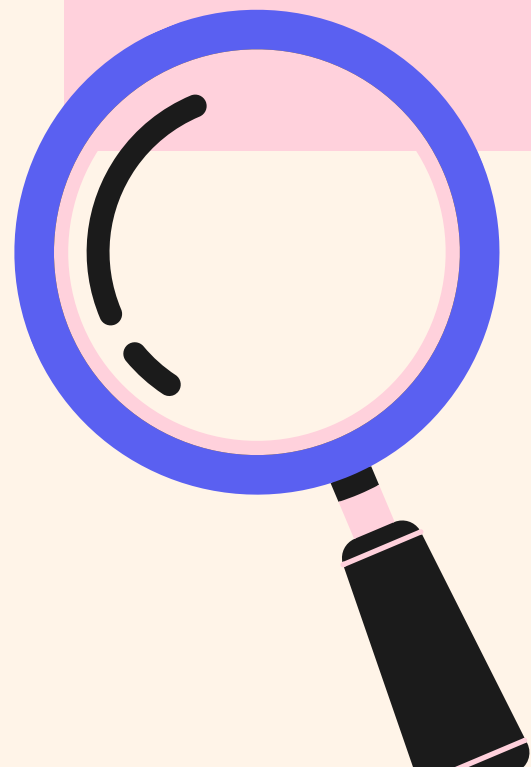


PROBLEMS OR BENEFITS FOR PROGRAM DEVELOPMENT

1. Not enough workflow due to the covid-19 situation
2. Difficulty in communicating with members of the team because everything needs to be online

Limitations of the developing program

- The video game is still in the development stage , our developer team will continue adjusting and refine the game as much as possible.



METHODOLOGY





Storyboard

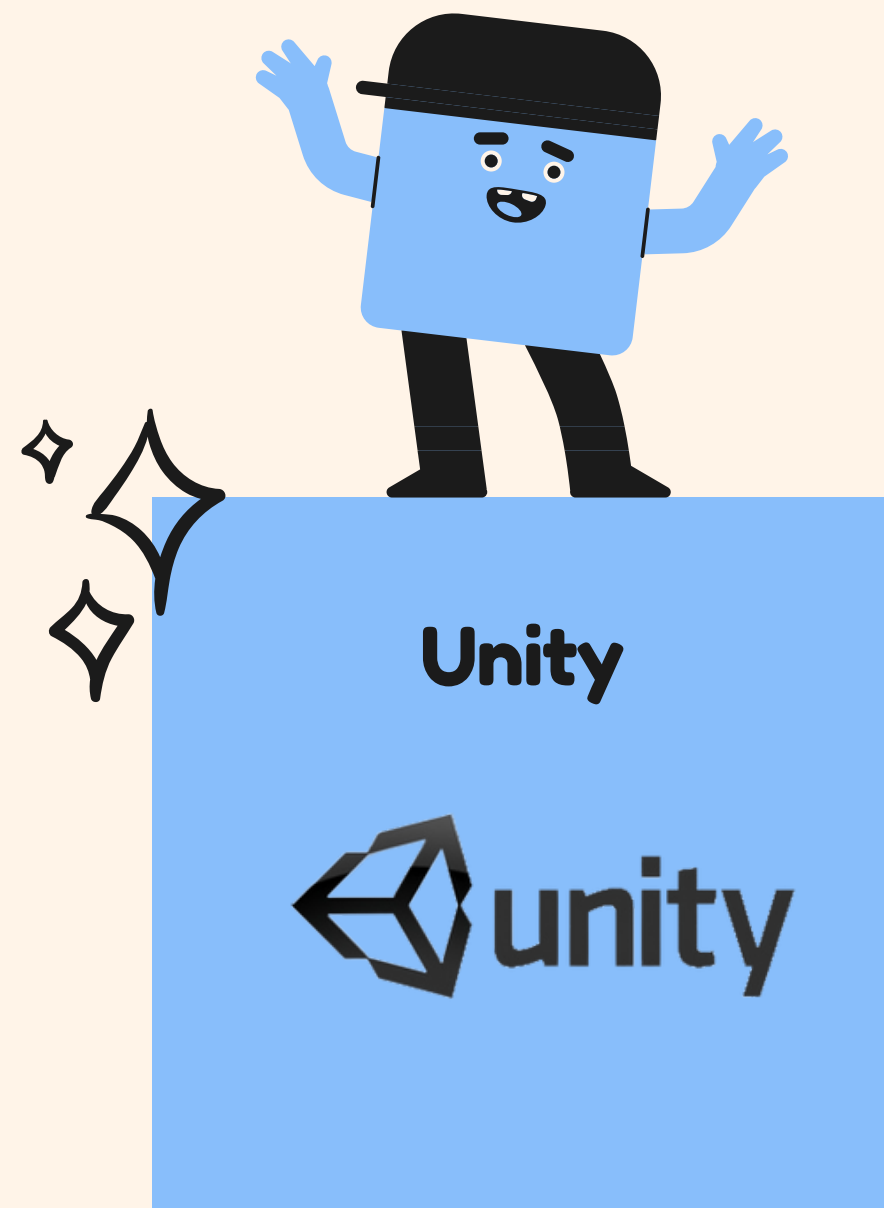
Once upon a dream, a university student accidentally reincarnated as a slime in a video game but still he is really keen on making a portfolio. Even in the dream, the portfolio continues chasing him endlessly

Designs

Most of the design may change in the final game. This is just a preview

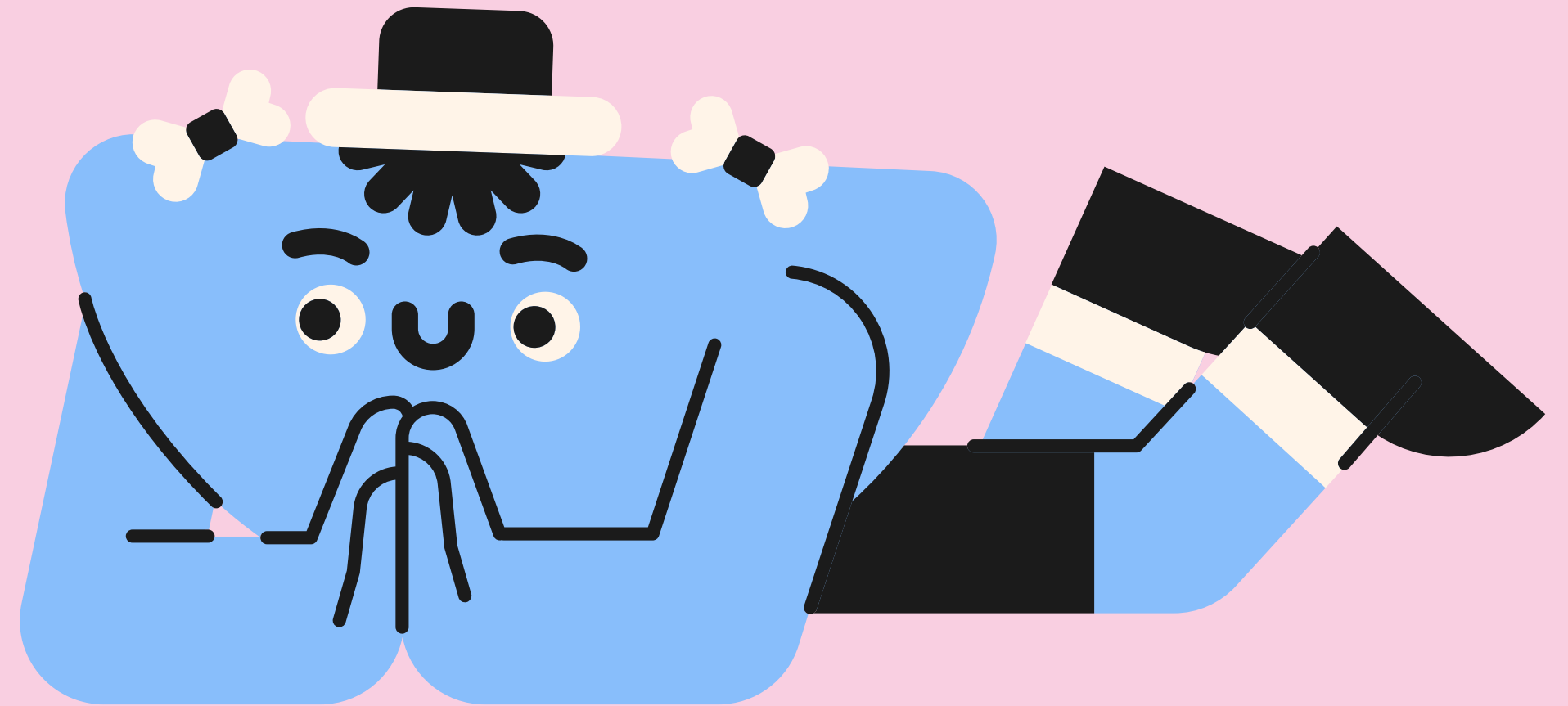


Tools and Technologies



Software Specification

input and output



Software specification

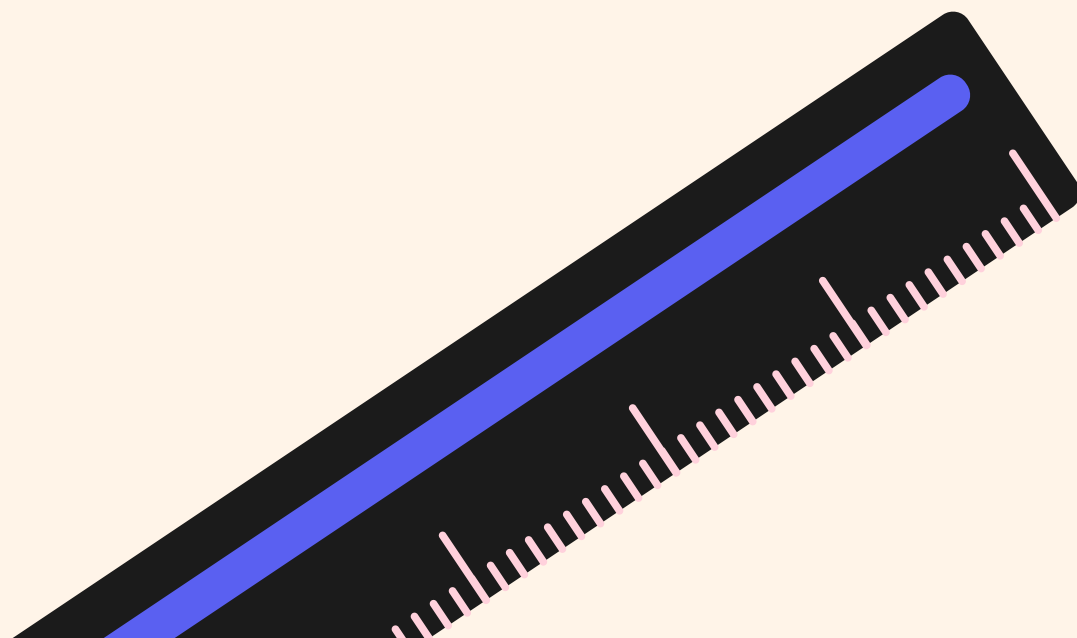
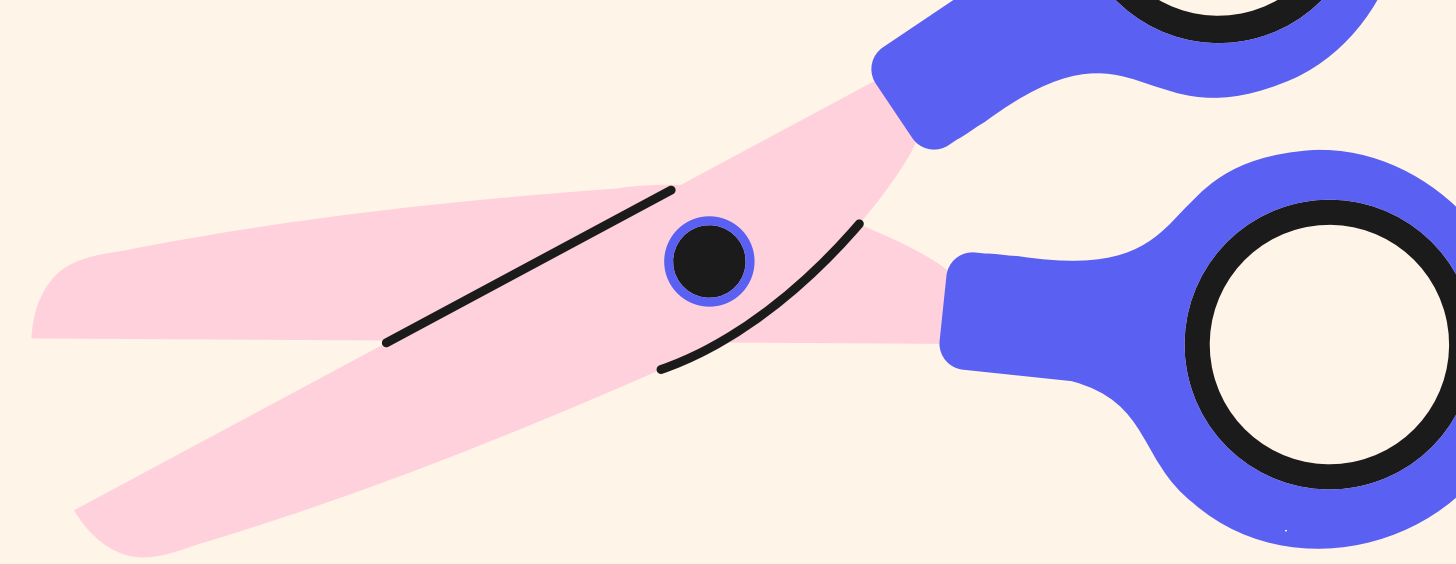
Input Specification

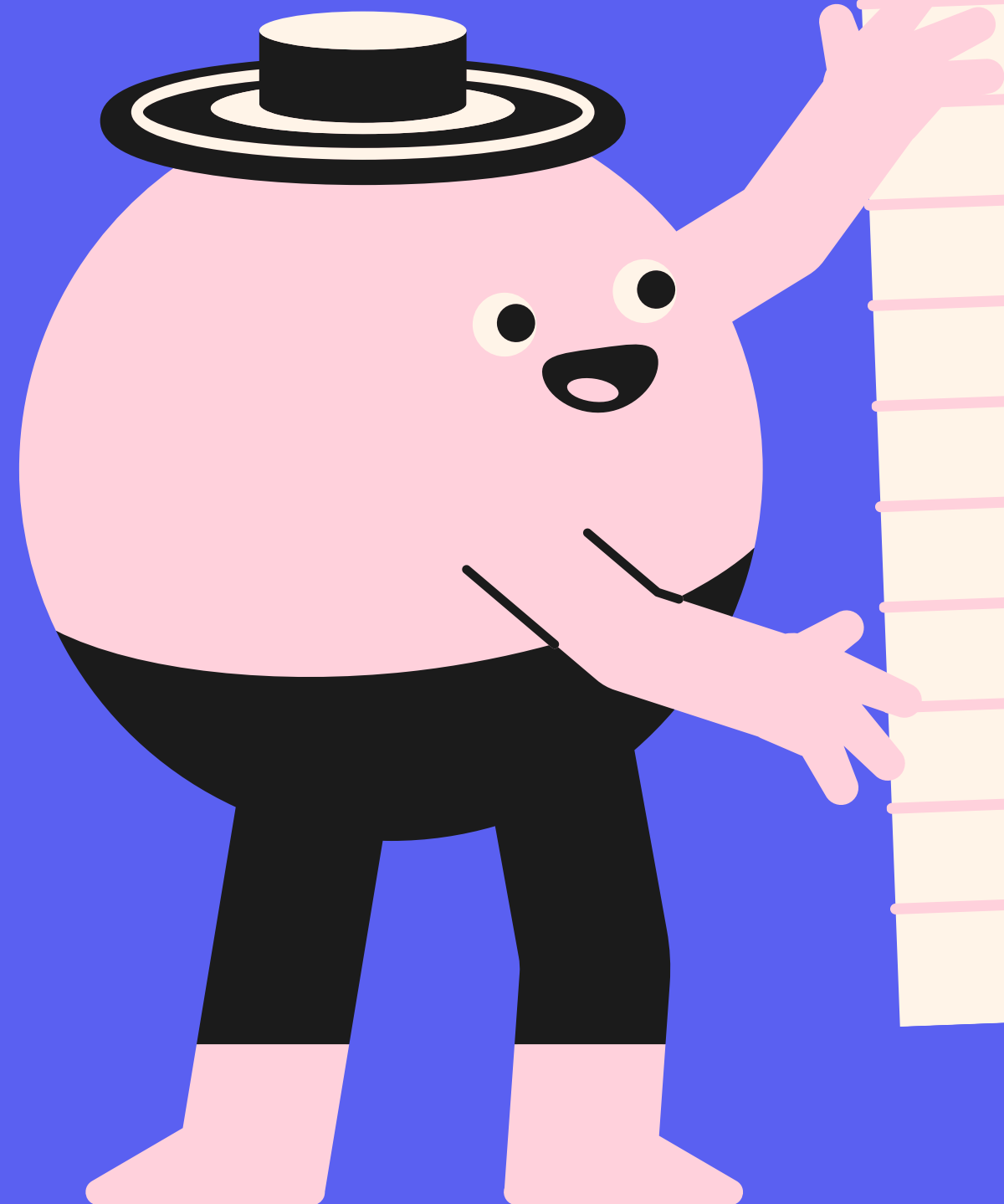
Mouse and Keyboard

Output Specification

Player Status (Health, score)

Game Function (Menus, Tutorial, In-game pause, gameplay)





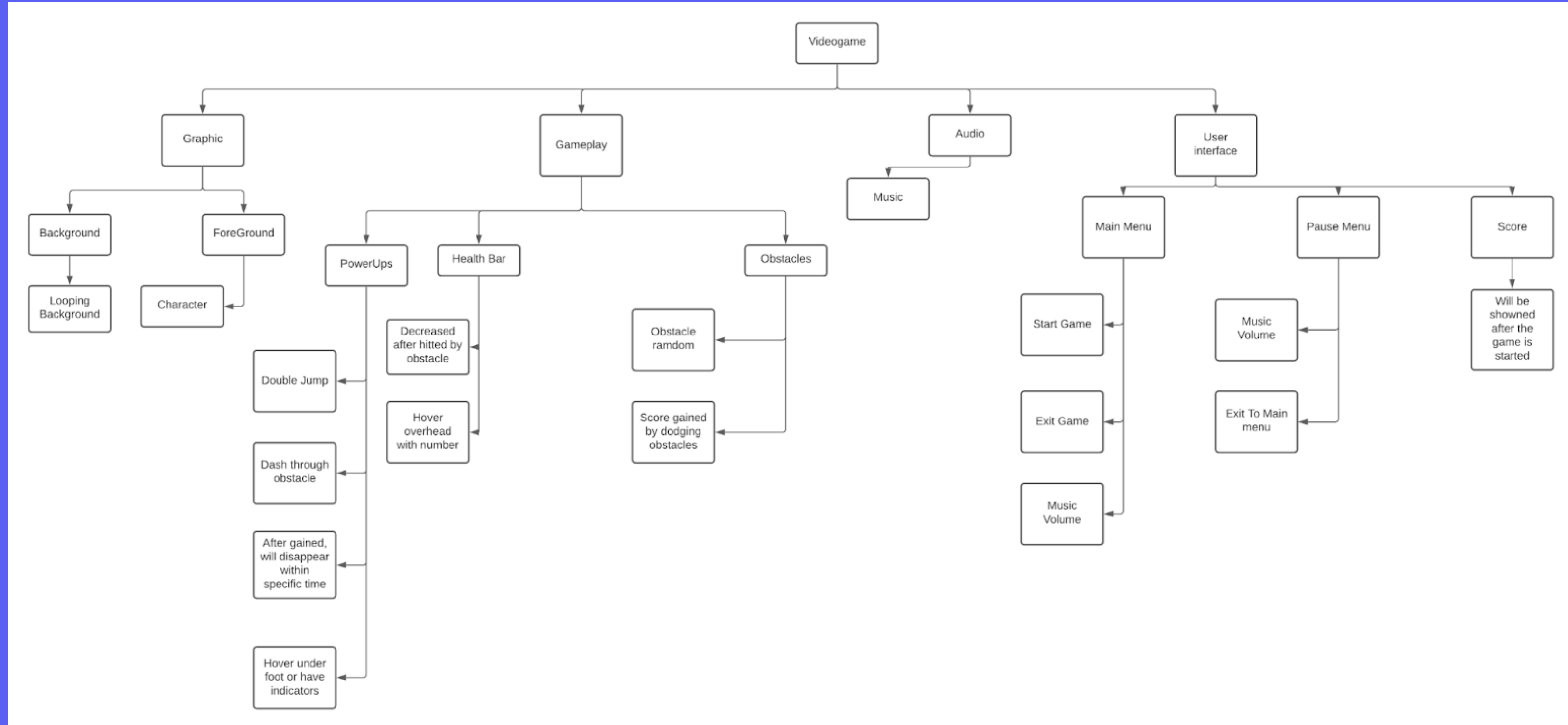
Functional specification

- Changing levels



Software Design (Flow Chart)

This is designing chart not a system flowchart yet



Thank you for your attention!

Have a great day ahead.

