

Group 1: Game Design Document

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Introduction

This document describes the team's roles and responsibilities, the game, its genres, design goals, the team's inspiration, general design notes and finally personal reflections written by each team member.

The Team - Group 1

Mikhail Govind 2425225	❖ Creative Lead ❖ Narrative Lead ❖ Lead 2D Game Designer and Coder ❖ Documentation
Jean-Francois Retief 2458318	❖ Project Lead ❖ Lead 3D Game Designer and Coder ❖ Additional 2D game development (late stage) ❖ Documentation
Erin Harper 2445245	❖ Lead UI (2D game, menu) ❖ 2D Game Designer and Coder ❖ Additional 2D game development (throughout the entire project) ❖ Documentation
Dylan Cairns 2344382	❖ 3D and 2D Asset Creator ❖ Additional 3D game development ❖ Additional 2D game development (late stage) ❖ Lead Sound Design and Music ❖ Documentation
Malakai Braam 2457821	❖ Lead 3D and 2D Asset Creator ❖ Additional 3D game development ❖ Additional 2D game development (late stage) ❖ Additional Sound Design ❖ Documentation

1. Genre and Subgenres

It is a narrative-focused game foremost, but the subgenres include a farm simulator (similar to the incremental game: Cookie Clicker) within a slice-of-life (walking simulator) game.

The genre of the game is **Psychological Mystery and Resource Management**:

Our overall themes of obsession and addiction feed into the game being a psychological mystery and seen more as a digital art piece that has no win or lose condition in-game but the goal for the player to understand the perspective of the character playing the Playing Game. The other main genre is resource management because the player needs to manage, generate and sell their resources in the 2D farming simulator as well as manage their time playing the game in the 3D world bleeding into the 2D world.

Subgenre **Life Simulation, Metafiction and Visual and Narrative Storytelling**.

The 3D world imitates a more realistic reality that ties into creating the slice-of-life element of the game to break away from what is real and what is in the game along with the first-person view and the neighbours.

The metafiction refers to the game self-consciously addressing the elements of fiction within the 2D and 3D worlds. Within the 2D world, the computer screen can still be seen while playing the game, which constantly reminds the player that the 2D world is not their reality. The 3D world eventually bleeds elements of the 2D world in it, blurring the lines between their reality and the game.

The game makes use of narrative elements through the players' statements about the world around them while the visual cues change as the days progress, adding to the overall themes, progression and storytelling of the game.

2. Inspiration

The Stanley Parable [3]

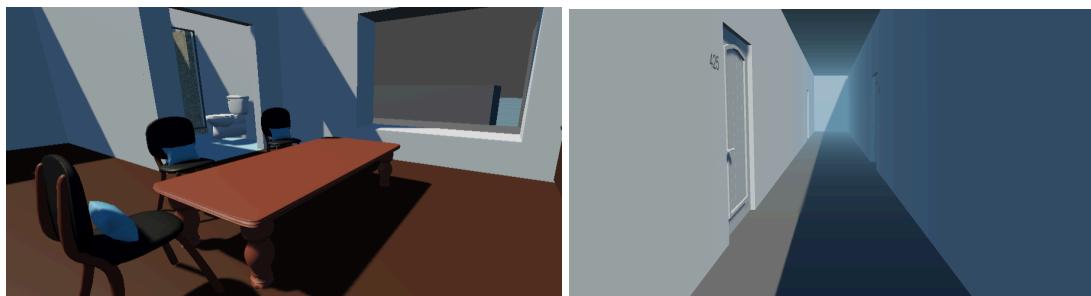
We took inspiration from this game to structure how we wanted our 3D game scene to look. Our game revolves around you as the player playing a game within a game. The main inspiration was the **Visual Style** of the game.



Figure 1: Inspiration Image - Stanley Parable

In Our Game:

Notice the similar ‘semi-realistic’ style to that of the inspiration image above. The hallway before you enter the room was also inspired by The Stanley Parable



Figures 2, 3 & 4: In-game Screenshots of Playing Game (3D section)

Cookie Clicker [4]

From this game, we took inspiration from the Visual and Mechanical style for our 2D farm game stimulator which can be elaborated in the following:

Visual Style:

The game's use of a simple and clean interface. Initially, we wanted our player to be seen within the game, through a character displayed and interacting with our farm objects, however, we decided to lean towards a more straightforward user interface and instead of having the character in our scene, do something like cookie clicker that makes the player feel more immersed within the game.

Mechanical Style:

Just as in Cookie Clicker when you play it, there are certain upgrades that you would need to unlock when you reach a certain amount of coins, this is something that we plan to incorporate into our game, however, it will work when you as the player reach a certain level within the game a certain power-up will unlock and you will be able to use it.

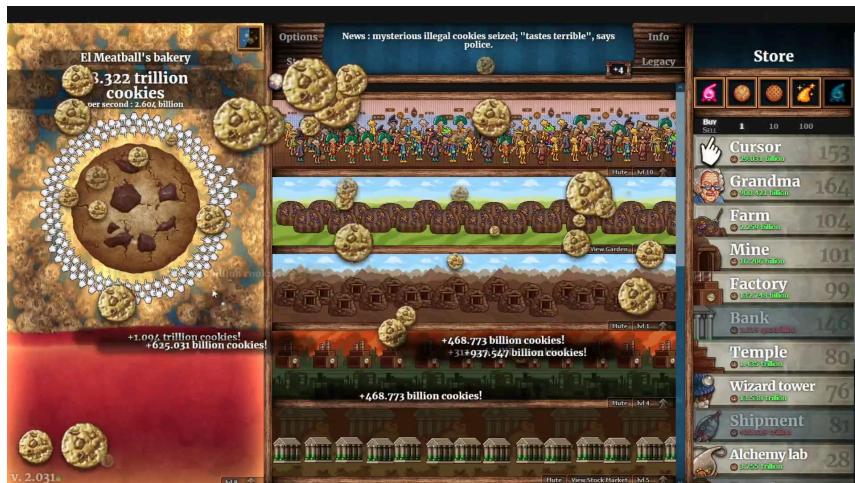


Figure 5: Inspiration Image - Cookie Clicker

Stardew Valley [5] And Hay Day [6]

From these games, we drew inspiration from the Visual and Mechanical style for our 2D farm game simulator which can be elaborated in the following:

Mechanical Style:

With this game, the main feature is the farming mechanic, which involves crop cultivation that allows the player to plant, grow and harvest crops.



Figures 6 & 7: Inspiration Image - Stardew Valley, Hay Day respectively

In Our Game:

Similar farming mechanics appear within our game.



Figure 8: Screenshot of 2D Section of 'Playing Game' - A sort-of merger of Cookie Clicker, Stardew Valley and Hayday

Windows XP

With Windows XP our main inspiration came from it being an older version of Windows, as our computer art assets that will be designed are how the older computers used to look, we saw it only fitting to use something similar to this version of Windows for the game

Visual Style:

As we create a game within a game, our 3D environment has a retro style to it, therefore, in our 2D game we want to incorporate that as well.



Figure 9: Inspiration Image - Windows XP, simulated with WinXP [7]

In Our Game:

A parody of the original desktop.



Figure 10: Screenshot of Main Menu in 'Playing Game'

3. Game Overview

To provide a brief overview of our game, it is a single-player 2D within a 3D game developed within Unity. The player controls a character (in the 3D world) that becomes addicted to a 2D farm simulator game. This 2D game slowly consumes the life of the playable character and their neighbours. Their apartment slowly becomes messier and the lines between the 2D game and the 3D game become blurred.

3.1. Game Title

The title of our game is '*Playing Game*', a game about playing a game within a game. Furthermore, not being able to stop playing this game.

3.2. No losing, but no winning either

This game has **NO WIN/LOSE CONDITIONS**, the player's goal is just to play throughout the entirety of the game. Every player that boots up the game will reach the end unless they simply stop playing by themselves. This was done to reinforce the theme of obsession and addictions and how games that take advantage of those tendencies often keep a player happy with semi-constant rewards and no lose-conditions. They also keep players engaged long-term, by not having an ending.

3.3. Story Synopsis

Please refer to the technical document [1] for a mechanical synopsis. In this section, we delve into how our days within the game are structured and broken down into their respective scenes (3D and 2D). For the specific dialogue in the 3D world please refer to script [2]

Day 1:



Figure 11: Image of Day 1 in 3D space

- 3D
 - “Monday 10:23 AM - Release Day”
 - Relatively inconspicuous
 - Other people in the apartment building also have the game (don’t come out of their rooms)
- 2D
 - Start Farm - Sort of Tutorial
 - An in-game-in-game guide helps you with your farm. (The basics of the request and planting/farming systems)
 - End of the farming day - after a certain time limit.

Day 2:



Figure 12: Image of Day 2 in 3D space

- 3D
 - “Tuesday 09:03”
 - Other people are more rude when you disturb them
 - Things in your room is a little run-down or shifted
- 2D
 - More items unlock
 - End of the farming day - after a certain time limit

Day 3:



Figure 13: Image of Day 3 in 3D space

- 3D
 - “Wednesday 07:12”
 - Other people are even more rude or don't respond at all
 - Your room is in disarray (not taken care of)
 - Nothing explicitly sinister in your room yet
- 2D
 - More items unlock
 - End of this day - after a certain time limit

Day 4:

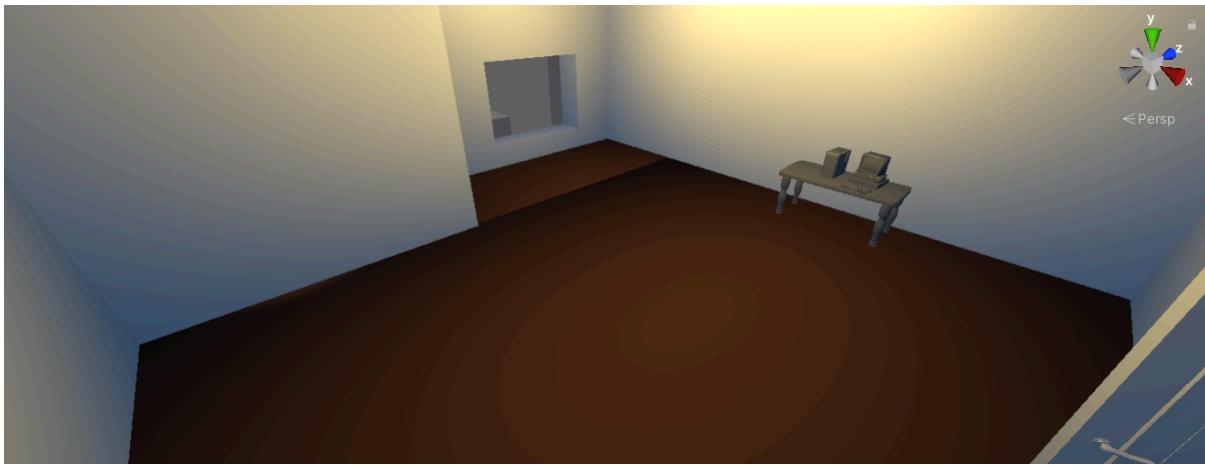


Figure 14: Image of Day 4 in 3D space

- 3D
 - “Thursday 17:16”
 - Neighbours don't reply (one of the rooms is now open and empty)
 - Just your computer left in your apartment
- 2D
 - **An Object from the 3D world has fallen into the 2D farming world**
 - End of this day - after a certain time limit

Day 5:

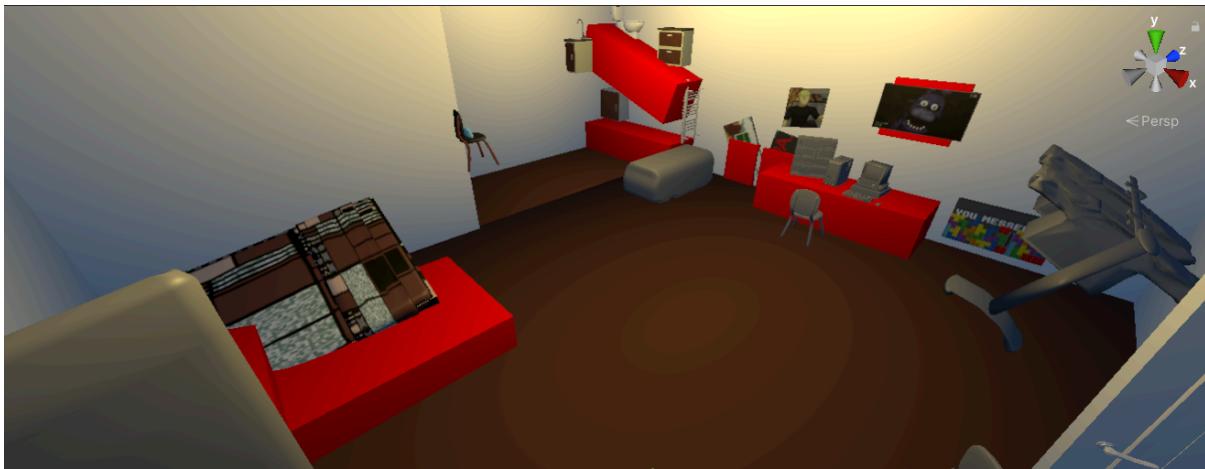


Figure 15: Image of Day 5 in 3D space

- 3D
 - “Friday ???:??”
 - Also glitched out (red outline blocks from original demo instead of actual 3D assets)
 - The hallway is blocked off
- 2D
 - The farm is decaying, structures are broken like a chicken coop
 - **More Objects from the 3D world have fallen into the 2D farming world**
 - End of this day - after a certain time limit

Epilogue

- Saturday 10:18 AM (CUTSCENE)
 - “YOU” are stuck in the screen, zooms out of the computer screen into liminal space, as the credits roll.

3.4. Progression Synopsis

- Day 1
 - 1 Chicken coop
 - 1 Crop plot
- Day 2
 - 1 Chicken coop
 - 2 Crop plots
 - 1 Cow Barn
 - Silo

- Day 3
 - 2 Chicken coop
 - 2 Crop plots
 - 1 Cow Barn
 - Silo
 - Transport
 - Composter
- Day 4
 - 2 Chicken coop
 - 4 Crop plots
 - 2 Cow Barn
 - Silo
 - Transport
 - Composter
 - Greenhouse
 - Shop
- Day 5
 - All of the above
 - STOP button

4. Our Plan / Hypothesis / Design Goals

We wanted to make a narrative-focused game, where (with the exception of the credits) there are no cutscenes that take away the player's control. *At first*, the main design goal of our game was to interrogate the compelling question of "Why would someone play a slice-of-life/simulator game, when they could go out and live in the real world?"

The plan was thus to create a simple 3D slice-of-life game where you can talk to your neighbours, look around your apartment and finally sit down and play another slice-of-life game (a 2D farm simulator, specifically).

As the initial showcase prototype (for the GameDev Meetup playtests) was coming along, our main design goal started to evolve. Rather than "Why" as a central focal point, we shifted an answer to the question: "**Obsession and Addiction.**"

The 2D game should be designed to be more fun and addictive than the 3D "hub world" where the player just hangs around. Implementing dark design patterns would also help achieve this goal.

Additional goals the team had for this game were:

- Create all 3D assets ourselves
- Focus on environmental storytelling

5. Design Notes and Processes

Key	Name
JFR	Jean-Francois Retief
EH	Erin Harper
MG	Mikhail Govind
MB	Malakai Braam
DC	Dylan Cairns

For more information on the technical aspects of our game, please refer to the Technical Document [1]

- 2D Game Notes
 - **EH** - Initially created scene where the player moves a character in the game and can interact with trees etc.
 - **MG**- Added foundations of systems for the player: Level, XP, and Coins.
 - **MG**- Added systems: Crops, Animals, Requests.
 - **MG**- Added upgrade systems and objects.
 - **MG**- Waited for UI for these aspects to be added in.
 - **MG, EH**- Attempted to add a drag movement system on the 2D map but this evidently failed.
 - **MG**- Created a resources menu and added elements to aid the user experience.
 - **MG**- Tweaked elements, aspects, mechanics and systems to flow better and be more cohesive.
 - **MG**- Added other features on top to tie more into thematic elements: Pop-up Ads, Daily Rewards, etc.
 - **MG**- Added an introduction of the story and tutorial for the player.
 - **MG**- Added progression for each day in terms of what buildings, crops and so on would be available, including requests.
 - **DC** - Created a happy soundtrack to provide ambience to a chill farming game. Light, happy motifs with not much going on to not detract from the actual game.
 - **MB** - Created some icons for the 2D game
 - **MB** - Tips on having fewer request documents with fewer requirements for the player in the first two days.
 - **MB** - Tip for making the resources of the player known to the player in request documents.

- **MG**- Added 2D background music.
- **EH** - worked on the implementation of the UI within the game, and planned and changed the layout throughout the development of the game.
- **JFR** - I added the pop-up ads and the fake microtransaction store to the game, to make it feel more like the typical free-to-play game built around making the player addicted to the game loop and encouraging recurring spending.



Figures 16, 17 and 18: Images of Pop-up ad menu and “microtransaction” store

- UI Notes
 - **EH** - Started by Creating the Menu Scene - intended for it to look like Windows XP
 - **EH** - Outsourced Main Menu components that later got changed as **DC** and **MB** created our unique ones
 - **MB** - Made the background and taskbar. Took a stab at using Macrohard Doors as the software name in comparison to Microsoft Windows.
 - **EH** - Outsourced more game components from the unity asset store for the 2D game
 - **EH** - Used an online character creator, to create the two characters that appear in the 2D game.
 - **EH** - Used Unity Tooltip asset to have a tooltip appear when we hover over certain objects to provide players with context. Changed the default text to our imported text.
 - **EH** - Text was sourced from the unity asset store, the font used is Thaleah Pixel Font
- 3D Game Notes
 - **JFR**- Started similarly to the previous project (S.O.D.A.) I worked on.
 - **JFR**- Used the Unity FPS template again
 - **JFR**- Reused Tigger Prefabs I created for S.O.D.A.
 - **JFR**- In the same scene as a 2D game (that uses UI elements)
 - **JFR**- Each day is contained within a separate “environment” parent empty object, that is enabled and disabled at appropriate times
 - **JFR**- No baked lighting since the environment shifts
 - **DC** - Recorded dialogue for neighbours and player character.
Processed neighbour audio to sound as if in another room. All dialogue

audio was given a touch of reverb to bring it to life and have it feel like the characters existed in a certain space.

- **DC** - Took the piano motif from the farming game (in a major scale), and converted it into a minor scale progression. This would serve as another linkage to the 2D game. It also sounds like elevator music, to give the sense of waiting for something.
- **MB** - Initially all the assets were red cubes sized and placed according to the layout of the apartment. The more assets we added, the more engrossed we felt in the world.
- **MB** - Last thing we added was the 2D world farm elements that make their way into the 3D world. We had issues with placing images as textures on the faces of the paper.
- **MG** - Added dialogue audio.
- **MG** - Added 3D background music.
- 3D and 2D Assets Creation Notes
 - **MB** - Initially little experience making anything in Blender
 - **MB** - Learned a lot of tips and tricks through tutorials and conversations with the team.
 - **MB** - Made the computer and from there, my creation time decreased dramatically for each new object made.
 - **MB** - Had issues texturing objects along with an initial issue we discovered with the normals.
 - **MB** - Textures could be imported but their metallic properties would not be imported as well.

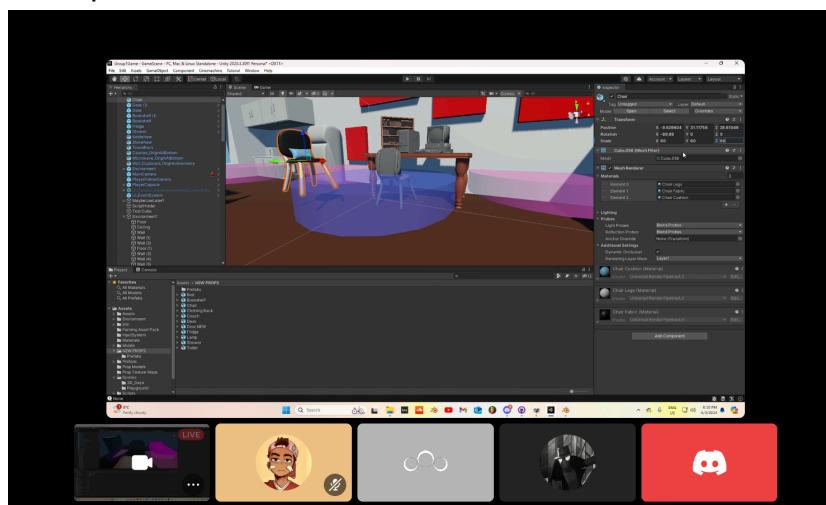


Figure 19: Screenshot taken during a meeting

- **DC** - Modelling progress was good. Struggled in the baking of texture maps as neither Malakai nor I had done it before.
- **DC** - It was a good challenge creating different household items in 3D, sometimes using no reference image to challenge myself.
- **DC** - Unity implementation was easy enough, although I had never made a 3D game myself before, always 2D.

- **DC** - Coupled with animation, this project has been a great way of learning Blender and creating in 3D. Learning on the job is the best way in my opinion.



Figures 20 and 21: Most of the 3D assets. Created by Dylan and Malakai.

- **JFR** - The posters in the game are references to other projects that the group members have worked on. (The pop-up ads in the 2D game are references to those other projects as well)



Figure 22: Screenshot of in-game posters

- Playtesting Notes
 - **JFR, MG, MB, DC** - Feedback we got from GameDev Meetup (at Goethe Institut, 9 May 2024) and our lecturer
 - The current UI is a bit overwhelming
 - Tutorial and slowly introduce mechanics over time
 - FOCUS ON themes: OBSESSION and ADDICTION
 - Maybe implement more Dark Design Patterns
 - Incentivize Levelling up, Time-savers, gambling, fake microtransactions?



Figures 23, 24, 25 and 26: Photos taken during playtest

- Further Playtesting notes:
 - **MB** - Had friends playtest game
 - **EH** - Had friends/family playtest the game

Comments:

“I can easily see myself getting addicted to the farming simulator. The dopamine you get from completing requests while anxiously trying to get your stuff done before the day ends is wild”

“The apartment with the girl that disappears is now in the game? Does that mean that all these requests are people that have gotten stuck in the game” - yes, yes it does.

“In the beginning, I was confused because I did not read the instructions, and after replaying the game and reading the instructions, I understood what to do and I wanted to play the game more and get as many coins/gems while completing the requests”

“The game is clear and well constructed, a few minor errors here and there with the UI in the farm simulator when the full capacity of items is reached but overall good”

“Is the room on day 4 supposed to be empty, was a bit confused as to where everything went but understood it when I saw the farm and later when I saw how day five looks”

yes, yes it is

- **MB** - Asked the team to put the player’s resource statistics in the requests so that the player can see which request items they meet the requirements of. (Not enough time to add, unfortunately)

6. Reflections

6.1. Mikhail Govind's Reflection

This game is the longest project we have gotten the opportunity to work on in our years of study thus far. Along with that, this has also been the largest group I have worked with for a project. These two aspects have made this project quite a delight to be a part of.

I found working in a group of five provided many benefits. Each of us has our strengths and we played into those heavily. Jean-Francois being our Project Lead always lends well to his organisation skills, Dylan and Malakai are rather musically inclined and since they take up animation, they are skilled in the developing of assets. Erin, an IM student, took the reins of UI and visual design and layout which plays well into her fields and lastly, I. I've always had an affinity for designing systems and a love for coding. Adding onto that, my interest in narrative writing and thus, you can now see how we split off the roles for this project to play into our personal strengths.

The splitting of roles also meant we could place more focus on them, instead our minds being in an infinite amount of places.

My group members were amazing to work with. This would be the third time working with Jean-Francois and Malakai and the experience we have now with each other leads to a lucrative work flow. The two newer additions to our team also fit right in, adding strengths into aspects that us three may not have had. I believed in everyone's ability and thus, many times tasks were delegated and each member was trusted to complete the task but also take the creative freedom in how the task was completed as we all had faith in each other's creative ability to complete the task to the best of their abilities and understanding of the goal we wanted achieve.

Speaking of the goal, this game had a focus on the narrative we were trying to tell. This is not to say we ignored mechanics but this focus made me realise how every mechanic is meant to further push the goal of the narrative you are trying to tell with your game.

In this game, it was obsession or addiction. The 3D world would begin to become more messed up and glitched out as the days proceeded and then the 2D and 3D worlds would begin to blur together. Even smaller details like how the character wakes up earlier each day are to emphasise that they are becoming obsessed with the 2D farm game and cannot manage both worlds. Along with this, every detail in the farm game was designed with this in mind which is why we had things like pop-up ads or daily rewards or other aspects like how the requests made become more and more demanding, showing how the town leans onto the farm and the player.

I wish I understood this ideology of focusing that every choice needs to play into the goal sooner as there are many times when it does feel like a mechanic does not do that because I only fully grasped this ideology towards the midway point of developing the 2D farm's elements. This meant I tried to go back and tweak those mechanics that were already in play into the goal but I do believe having this mentality from the beginning would have been an advantage. There were many other things I learnt from this, like further developing my skills to work in a group or improving on my coding capabilities but this I would say, is the most important thing that I learnt and would help me incredibly when developing or designing games or any other projects in the future.

6.2. Malakai Braam's Reflection

I love how this game all started with a joke about a response to an exercise about creating bad game ideas. The team initially made a very unserious pitch idea about a game called 'Playing Game' a game about...playing a game. The exercise entailed us to then find ways to turn these bad ideas into possible games through combining elements within the genres of the games. This then sparked our driving force for the game - a psychological thriller game that simulates life while highlighting obsession with playing games or a specific game.

I absolutely loved working with this group. We all, through having different majors, were able to delegate specific roles to people according to their strengths. With that being said, we all helped each other in all the various aspects of creation which expanded our own understanding of the majors and our own strengths and abilities. Whenever someone was stuck with anything, we'd hop on a Discord call and all try to troubleshoot or find a way to assist the person. Myself, **JF** and **MG** have worked on two games before - S.O.D.A and Cloning Five Nights At Freddy's and so I was confident in the way we have all worked together before and our own process of creation. With the team's addition of **DC** and **EH**, we had more perspectives on our process and more ideas to take us out of our initial work with Horror games. The team worked so well together. Having responsible and trustworthy people working on a team means that the jobs were done in a manner that was always done on time and exceeded expectations. As well as just consistent motivation for each other's inputs and additions to achieve the best for ourselves and the team overall.

As Asset Lead, my role was to ensure that the assets were of standard to our original intentions of the styles - Stanley Parable and Stardew Valley. I really did not do much in terms of having to make hard decisions to scrap assets or redo assets because **DC** and myself worked really close together to the point where we both technically are the leads of asset creation in the game. Sharing tips with each other and showing each other videos of the assets in creation for the game, for our personal lives and for our animation exam, really motivated us to produce these to the best of our abilities. Like we have stated in both documents, we both had very little experience creating, texturing and exporting the assets for Unity usage. However, we have both grown a significant amount and learnt so much more than we expected while doing this project.

I am incredibly appreciative of this project and for this team because without it, I would still be stuck in a state of novice knowledge of Blender and my own abilities for creation. This team showed me the strength of trustworthy people working together on separate elements of the game and harmoniously on a specific task. LOVE YOU GD GROUP 1!

6.3. Jean-Francois Retief's Reflection

This is the biggest group I've worked with in Game Design, or any Wits course on both the Digital Arts and Engineering sides of my degrees. And I have to say, it has been the most fun project I have worked on. Due to the abundance of group members, and our existing marks being good enough to pass - I was never really stressed out about this assignment. The only anxiety I had was before the playtesting session at the GameDev Meetup in May, but that was just because I am an introvert.

Being the “Project Lead” held some interesting challenges, but since I trusted all my group members - I was able to take a more relaxed approach to organising the team. I often allowed each member to take creative liberties with whatever they worked on, such as Mikhail heading up the farm mechanics and storyline, as well as Erin, Dylan and Malakai creating UI, 2D assets, 3D assets with very basic prompts. My part of the game (the 3D part) was the easy aspect of my responsibilities. The mechanics were simple and I’ve worked with 1st Person 3D games in the past. Distributing the different roles among team members was also a very quick and simple task. Everyone volunteered to do what they’re good at or really wanted to do, and I just said: “*Yeah, sure.*”

The best part of having a team of 5, is that there was almost always someone on-call to offer assistance or advice when working on a certain mechanic. Some of the most fun moments and most informative learning experiences were when we had a discord call together, sharing screens and working together on the game.

Playtesting was also an interesting experience, this time around. Due to the unique circumstances of our degrees (starting during the COVID-19 pandemic), our year-group does not have a lot of experience with in-person playtests, and thus the GameDev Meetups felt a bit intimidating. However, once we were there and set-up, it was actually a fun and informative experience. There were testers that asked to see future versions of the game, and we gained valuable feedback.

In conclusion, if you are in a team with people you know you can trust - a project and feel like a breeze. All our group members weren’t stressed about this project, but about their other courses’ projects. We were in a fortunate position to be able to pick our own team, and that will be very seldom possible in the workplace, but the main takeaway I have from this project is: Trust is the glue that holds a team together. If you are in a team with strangers, don’t be a stranger and build trust. Then a project will become easier and more fun - and fun, while creating something, is the key to better art.

6.4. Dylan Cairns' Reflection

Hello! First off, I love this team. What I love the most about it is that each member has something that they are really good at, while also possessing skills elsewhere which makes delegating work amongst members such a breeze, as well as asking for some help if you are stuck with something.

Being the lead sound designer and composer for the game, I had full confidence in my abilities to pull off everything I thought would be necessary for the game. Recording and processing the dialogue was not a problem at all. I think having clean, compressed, and believable audio in a game is one of the things that sets a good game apart from a great one. A roadblock I found myself facing was creating the soundtrack for the game. With literal endless possibilities, I struggled to find a direction to take it. Music contributes heavily to the vibe of a game and I knew that I wanted to nail it. I took inspiration from some of my favourite titles such as Hollow Knight and Stardew Valley, with soundtracks that contained minimal instrumentation but very strong motifs that will have you replaying them in your head countless times over. I also wanted the soundtrack to be pleasing to listen to, as the player would be hearing that for the entire duration of the game for both the 2D and 3D worlds respectively.

Making a first-person 3D game had been something on my to-do list for this entire degree. Before, I had only made one 3D puzzle game in 2nd year, and I battled with that much more than I thought. The main concern for me was asset creation for 3D games. As someone with very limited knowledge on Blender, only picking it up every 6 months for a week at a time, I knew I definitely needed to sharpen my capabilities if I wanted to contribute to the look of this game. Taking animation had also forced me to better learn Blender, and when the time came to make assets for the game, I felt I was more than capable. If I wasn't, I would be eventually just by doing the damn thing. I have truly fallen in love with the world of creating 3D graphics, so much so that I have decided to fly solo and develop an entire animation for next semester, creating all assets and audio myself, and hopefully finding a career in the near future where I can do that. I love creating. Hell yeah.

6.5. Erin Harper's Reflection

In this section, I will be reflecting upon my experience for our final production assignment. For this production assignment, our goal as defined above was to create a farm simulator game within a slice-of-life game. With this, our farming simulator game will be constructed as a 2D game and the slice of life as a 3D game. At first, I wondered how we would integrate these two various kinds of game environments into one, however throughout the development and now seeing and having played the final version of the game I am completely blown away as we were able to achieve that and did a phenomenal job at it.

When it comes to the group for this assignment, it has been one of the best and largest groups I have ever worked in (a team consisting of 5 people), what worked so well for us was that in the beginning, we were able to delegate roles to everyone on the team, which I now see compared to working with previous teams that it works so well and makes the process of developing a fully functioning game much easier. Through this, everyone was able to work in their desired roles and portray their strengths which in turn made the game turn out amazing. Although having our assigned roles did not stop anyone from assisting each other if there was a need, we would simply message, call, etc. and resolve what needed to be resolved or fixed as a team.

For my role, I was the Lead UI for the 2D game component along with the Main Menu scene. For this I would say that some of the challenges I encountered in this role was finding UI suitable for the game, especially seeing that it was a farming game, however, in the end, I found assets to use and if I needed assets or if I was unable to find them, **MB** and **DC** were able to assist in the creation of those assets. Initially, for the farming simulator, we were going to have a character roam around within the farm and I made a prototype version of that as well as the character interacting with trees, as it was to look like Stardew Valley however with much work together we decided to create our farm simulator like Cookie Clicker which I think made the game turn out even better. Furthermore, what I enjoyed was creating the pixelated characters that you see at the start of the 2D game scene, although I did not create it from scratch but used an online pixel character creator tool, it is like how you normally create your character in various games such as Sims 4, this just being for a 2D and pixelated game.

The integration of Main Menu and Tooltip system, was fairly easy to integrate, the Main Menu as I have worked on creating and establishing various main menus for my previous games, but with the tooltip, I had some issues creating one as it would showcase certain elements, and not others, that is how I was able to find Unity's Tooltip Asset and utilise it within the game, however the main challenge I had with that was trying to change the font to match our games font as initially, it did not work but after much trial and error, I managed to get it to work in the end.

To conclude, I am incredibly proud of the Team and the effort everyone put in, including myself. I hope that I was able to showcase my skills and help in the best way possible to the team.

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