Game Information:

We used 2 diversifiers for out game, and they were:

In a Liminal Space as our game is set in an abandoned school

Strange as Folk as the genre of our game is Folk Horror

The platforms the game is compatible with anything that Visual Studio Code is compatible with

The language our game is programmed in is Python by using PyGame.

The tools we used in the creation of our entire game were:

Visual Studio Code to produce the code

Paint 3D & Adobe Xd for character designs and map designs

And for the documentation of the project to admins / the team we used Microsoft PowerPoint to pitch our original game ideas, everyone’s role within the team, team name & our schedule

We also used Microsoft Word to discuss and document all our ideas and a mini key log, so the team knew which key was located where and what it unlocked so the programmer knew where to code it in.

PicsArt & IbisPaintX helped create the team logo and the Game logo

GitHub to store and share files with the entire team & also used as a backup in case we lose a file.

OBS Studio (64 Bit) – To record the gameplay.

Snip & Sketch – To screenshot the window and other parts of the game

Outlook – To transfer files from phone to the desktop.

Templates on iMovie was used to create the trailer for our game.