

Level 1 Game Development Log

Final Game:

<https://20129.itch.io/hold-de-fish-final>

Relevant Implications

Watch [this Video](#) to help explain how to write about each one once you understand them. In your own words, describe at least 3 relevant implications that are important for game designers to consider before development.

Relevant Implication	What is it and why is it important to consider when designing and making games?
Aesthetics	This game has to look nice to the eye, this means the animations must be fluid and non-glitchy, the background maps must be soothing but not too bold, it has to be subtle in a way that the game player knows where the map is set without being distracting to the game. The main player is going to be played with the whole game, this is why it must be something that can't be skipped on when it comes to effort. This also applies to the fish, the fish must be something that is easy on the eyes even if it is going to look nice, i don't want to make more work for myself making it look overly annoying to look at. In conclusion the game must be a looking professional with smooth animations, mob design, map design, main character design and fish design.
Functionality	Functionality is going to be something that makes or brakes this game, because the holy fish is going to send in mobs to try and stop the fisherman, the fishermans code must be smooth where it doesn't glitch or have any problems with the overall impression of the game, this also goes for the HUD, the hud must be nice to the eyes with non overly bold distracting objects. In conclusion, my aim for the functionality for this game is that it MUST mend nicely and blend smoothly together, with each element of the game interchanging smoothly.
Usability	This usability part mostly for me comes down to the HUD and menus page. If the menus page is not easy to use, people will most likely shy away from the game as before they even start this game it will be their first impression. So by having a nice menus page it will give the player some sense of relief. This includes a maybe small animation of a fisherman, outlines of options when they hover over it, sounds of water splashing when they click something on it, for example if they wanted to click the controls option, when the mouse hovers over the option a border comes

	around it and when they click it it makes a small water splash sound. To me this is key, first impressions will win the hearts of whoever plays this game. In conclusion the first impressions need to be nice, the HUD needs to be subtle but not over the top, and the menus page should be easy to use.
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Overall Project Planning

Link to your Trello Plan (make sure it is public) :

[Link](#)

Sprint #1 Planning

What are your priorities and goals for this development cycle?

My priorities are getting everything from the trello game plan done for this first sprint so that by the time it comes to the next three weeks I will have done everything done taking stress off me so I know I haven't done anything. My "to do " list in trello is getting the basic stuff for my game such as getting the camera to follow the character, make basic frames for main character, mobs and map, basic functions such as jumping, punching, and killing the enemy when they are jumped on.

Sprint#1 Feedback

You need to gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example [HERE](#)

Link to Feedback Responses. (remember to share the results NOT the form)

[Link](#)

Summary of Feedback

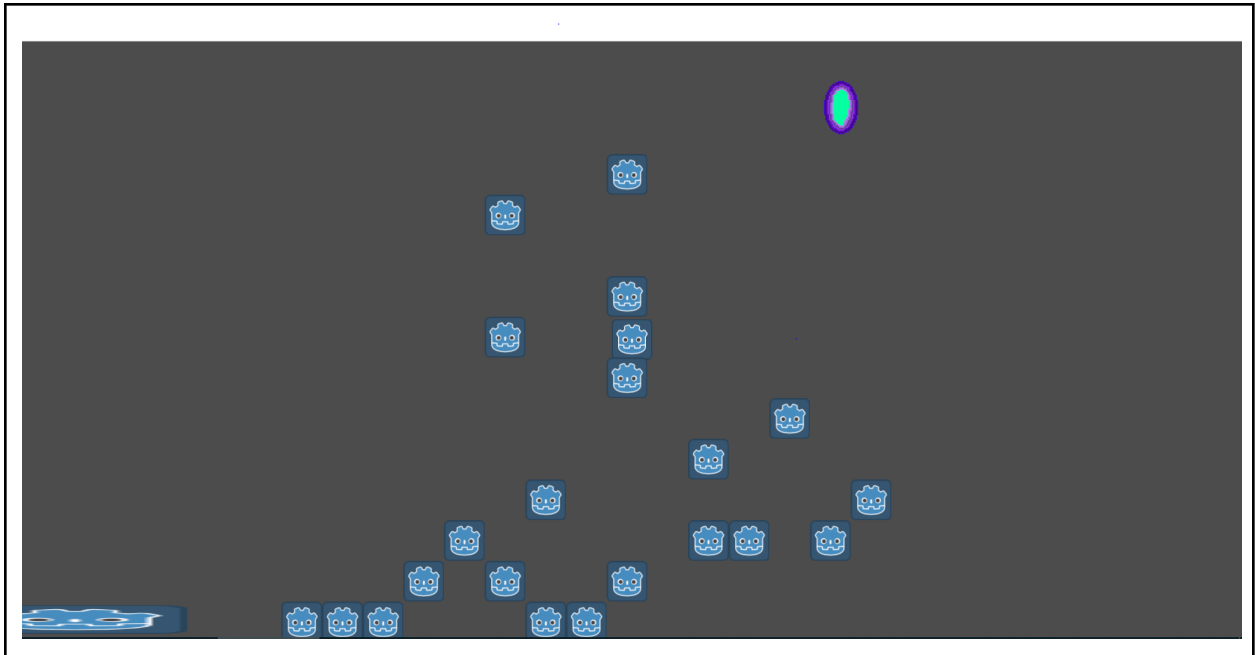
Because my game is very very very!!! Basic. Almost all of my responses were negative/unhappy comments as the game doesn't have any goal, the graphics and aesthetics are just non-existent. There are no instructions on how to play the game, so for people who don't know how to play the game may not know how to use WASD. So in conclusion people are very much not happy with my game from the state it is in right now because there is....nothing to do....

Sprint #1 Project Reflection:

Things to consider when answering

- Time restraints
- Resources
- New knowledge
- Unforeseen problems
- Testing

Screenshot of the game at end of this Development Cycle



What went well and why?

The only things that went well in my game are the functions of the main character(jumping, restarting level) and the camera following the main character. This is because these are the only things I really know how to do.

What didn't go well and why?

The whole aesthetics of the game aren't good because I ain't good at art to save my life. So my game is basically just the tutorial of the start of the year except worse because you can't win or lose. The reason why my game didn't meet my standard of achievement and why people said the game wasn't good was mainly because the game doesn't have any art. Since I am really bad at art I couldn't make any basic art for my game so it just looks like the tutorial but worse.

What have you learned?

I have learned that I will need to absolutely go super sonic mode to catch up to where everyone else is otherwise I'm going to fall behind.

Sprint #2 Planning

What are your priorities and goals for this development cycle?

I need to actually make all of my game functions first and then I would make all of my art later so that it would be easier to just plop in the art once that all of the functions are done. Also I am really behind so I need to make sure that I actually get an alright game at this point because I don't think I have the time to make a game where I can get excellence. But my priorities and goals are to first finish my punching animations and code for my main character (e.g. add some knockback to the enemies when they are hit and they take damage shown on their health bar when it goes down). Then add some enemies with the same, punching and knockback, finish the movement of the enemies. After the main character and enemies make more levels in my game including how the game gets harder and harder after each and every level. I should control how hard I make levels so they don't become too hard all of a sudden when the character just simply doesn't do enough damage to the enemies or the character doesn't have enough health etc. After all of that I need to add in a menu system where the user can navigate throughout my game (e.g. go to the tutorial or look at the controls or add in some effect/sounds whenever they click the button to wherever they want to go in the menu. Lastly if I have time I need to add in a timer to the HUD to make sure they have 5:00 minutes.

to complete the level.

Sprint#2 Feedback

You need to gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example [HERE](#)

Link to Feedback Responses. (remember to share the document)

[Link](#) There is nothing on the spreadsheet because I forgot to add my game to the game jam at the time.

Summary of Feedback

There is nothing on the feedback form because i forgot to add my game to the game at the time, but i imagine that it would be to add more levels, make the sprites and add features such as all the features on the HUD, enemies , punching animations, and a menu to navigate the game with a system following the order of main mene, level select, controls etc.

Sprint #2 Project Reflection:

Things to consider when answering

- Time restraints
- Resources
- New knowledge
- Unforeseen problems
- Testing

Screenshot of the game at end of this Development Cycle



What went well and why?

The things that went well from the first sprint is that I have a game background, a tile map, some signs for telling the user how to move and also a movable box which you can hit and it moves (The godot icon in the middle of the screen).

What didn't go well and why?

I still don't have levels so I need to make sure that I add those, enemies, a timer to the HUD and a menu for the game when you start or if you want to exit the game.

What have you learned?

I have learned that I need to work really hard in this next sprint so that i catch up to everyone, i think the plan of action is to first make more levels with enemies, add the punching animations for the main character and the code for the main character to play the animation when the correct key is hit and give it knockback for the enemies and vise versa, then add a menu and then polish up the game by maybe adding a timer to the HUD if i have time but it is not looking like it at the moment. I realise that I have a lot of things to get through if I want to make a good game but I think I just need to start making everything and not waste anymore time otherwise I am simply not going to have enough time.

Sprint #3 Planning

What are your priorities and goals for this development cycle?

I need to actually make all of my game functions first and then I would make all of my art later so that it would be easier to just plop in the art once that all of the functions are done. Also I am really behind so I need to make sure that I actually get an alright game at this point because I don't think I have the time to make a game where I can get excellence. But my priorities and goals are to first finish my punching animations and code for my main character (e.g. add some knockback to the enemies when they are hit and they take damage shown on their health bar when it goes down). Then add some enemies with the same, punching and knockback, finish the movement of the enemies. After the main character and enemies make more levels in my game including how the game gets harder and harder after each and every level. I should control how hard I make levels so they don't become too hard all of a sudden when the character just simply doesn't do enough damage to the enemies or the character doesn't have enough health etc. Then I would make all of my art later so that it would be easier to just plop in the art once that all of the functions are done. After all of that I need to add in a menu system where the user can navigate throughout my game (e.g. go to the tutorial or look at the controls or add in some effect/sounds whenever they click the button to wherever they want to go in the menu. Lastly if I have time I need to add in a timer to the HUD to make sure they have 5:00 minutes. I am really behind so I need to make sure that I actually get an alright game at this point because I don't think I have the time to make a game where I can get excellence sadly.

Sprint#3 Feedback

You need to gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example [HERE](#)

Link to Feedback Responses. (remember to share the document)

[Link](#)

Summary of Feedback

There were only 2 responses to my game and one of them was not helpful at all with comments such as “idk”, “sui”, “bcuz i sed so”, “X Games modes”. While the other was proper feedback so I am going to use that as an example, the feedback was that I should have added more levels and made the game more functional as that was one of the things I said I would do at the very start of this development log. I realised this when I decided to change my game that I would need to quickly change everything and with the suggestions of my friends I truly realised how much time I have left and that I needed to quickly get things done. One of the responses from my game was that it is not functional. I completely agree with this as the response says when you click level 1 it doesn't take you to level one. One of my questions from my survey was if my game met the aesthetics relevant implications and both of my responses said that it did. I agree with this statement because the colours in my game are very bright but not overwhelming with blues, greens, pinks, browns, purples and just a very overall colourful game. In summary most of the feedback from the second response was negative but parts of it was positive but i think that it is due to there not being anything you can do in the game.

Final Reflection:

Screenshot of the game at end of this project



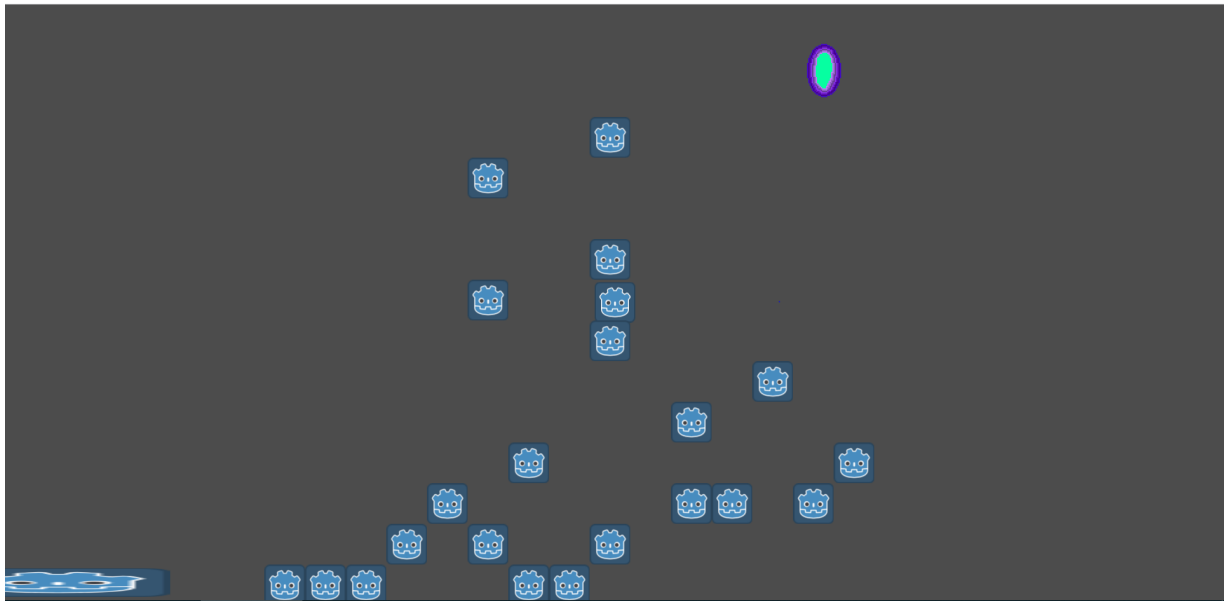
Final Reflection

The things that went well for my process are everything after I decided to completely change my game. I decided to change my game at the start of spring 3 because I simply wouldn't have enough time to finish everything from my first game idea. Basically I decided to ditch my other game idea about defeating levels to end up fighting one final boss at the end to win the game to making a 2D platformer where all you needed to do was avoid the enemies and acid rain that was forcing you to continue moving forward with the game to eventually complete the game as fast as possible. Everything after my game idea had changed I was able to add cool features into my game such as a dope main character, a heart system when whenever you had a heart it would show above your health and wherever you lost a heart the texture behind it would show a darker variant of the same heart making it look like you were a heart down, I added cool enemies which bounced off walls with cool particle effects which looked like the main character but in a evil gengar purple colour to symbolise "bad" as oppose to my main character being a sky blue to symbolise "good", I was really proud of this because I think it added a back of the mind thought into the players mind that you instantly know that that is something you need to avoid. I added signs into my game which were basically just sprites you couldn't interact with or anything but were just there showing controls on how to play the game. I added a background which matched my Japanese theme which I was going for with a cherry blossom tree that was growing off a cliff edge with a waterfall and a pond directly under it, white clouds to make it look like a sky and give a overall Japanese theme which is what I wanted in the end for my background to symbolise. I added my main menu with a back button and a cool animation whenever you hover over it and another button where it changes colour to know your mouse is over the actual thing that you can interact with which I think is "polish". Basically everything after changing my game idea was something that was somewhat

achievable for my game with the very short amount of time I had left.

Main character, heart system with the back heart system, enemies, sign, map, tilemap.
Finishing all of the stuff from my game at the

Most of my process journey was poor. At the start of my development I thought I had a game that I thought would be really fun and not easy but not hard to make either. Turns out I had the planning of it all wrong and that I didn't know how to do most of the things without a plan because I didn't have the planning right. I let the days slip by telling myself that I would do it later and that next period I would do some work. Days and weeks went by and I found myself with this, at the end of the first sprint which was about starting to get ALL of the functionality of the game done.



The only things that I had at the end of my first sprint was simply the godot icon for the platforms and the player with a portal that didn't even take you to a next level or anything. At this point I was just starting to feel worried that everyone else had these FUNCTIONAL games with basic art and here I didn't have anything. My friends around me kept telling me to just start making stuff but wasn't listening to them which was a problem in my game process. Same things for sprint 2 I definitely had more stuff than at the start of sprint 1 but it was still very behind on what others had when I was finishing sprint 2. By the end of sprint 2 I had a main character sprite, I had a background, a decent tilemap and some signs that said how to control the main character but nothing else. At this point I was starting to feel even more worried that others were way ahead of me and here I was with barely anything compared to what others had, the thing that i was lacking at the time was confidence that i could get everything that i wanted to get done, and time.



The things that i wanted done at the end of sprint 2 was the enemies, punching animation and code, jumping on enemies would kill them more levels, a main menu and a menu system to navigate parts of my game if the user was unsure, and have all of the main stuff done so that by the start of the next sprint all i had to do was just add polish to the game such as a HUD, sound effects, particle systems, screen shake, screen goes red when you take damage etc. But all i had is what i should have had at the very start of the second sprint. For the third sprint I was really worried at that point and as the days counted down i realised that i had barely any time to make anything of my game so i quickly threw a menu main menu together and made one other level, a loading screen animation, a death scene and made a level chaser meaning the thing that chases you so you have to go forward with the level otherwise if you enter it it deals damage to you and you die. I made all of that at the very end of my sprint 3 and that's where my game is at, a super rushed game with not that great functionality and nothing to it.



If I had more time I would quickly make more levels so that you could actually beat the game. I would add more functions to the game such as things that my friends recommended to me. Some of which being adding a system where i could get health back if i ate a burger, make punching animations make enemies die if you landed on their heads, make it so that a certain amount of enemies spawn at the start of each levels, add a HUD timer system to the screen, add a leaderboard to who can finish my game the fastest etc, basically just add way more features to the game.

If I could start this project again I would actually work 110% each period to make sure that i didn't fall behind like i did through this journey, I would learn my mistakes and try my best to not make them again, ask questions and receive help where i needed it, plan my lessons according to the order of my game, e.g. make tilemap first, then main character etc. Long story short I would manage my time into manageable chunks so that i wouldn't be overloaded with work at the end of each sprint feeling worried that i won't have enough time to complete my game and end up making a game i'm not proud of which is unfortunately the case of my project process for my year 11 game design course.

Relevant Implications

How have you addressed the relevant implications that you identified at the beginning of the project?

Relevant Implication	I addressed this by..... Give specific examples
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Aesthetics	<p>At the start of the project I said this for what i wanted my aesthetic relevant implication to be:"This game has to look nice to the eye, this means the animations must be fluid and non-glitchy, the background maps must be soothing but not too bold, it has to be subtle in a way that the game player knows where the map is set without being distracting to the game. The main player is going to be played with the whole game, this is why it must be something that can't be skipped on when it comes to effort. This also applies to the fish, the fish must be something that is easy on the eyes even if it is going to look nice, i don't want to make more work for myself making it look overly annoying to look at. In conclusion the game must be professional looking with smooth animations, mob design, map design, main character design and fish design."</p> <p>I have addressed this by making sure that my game met the most of the requirements i said, such as: "This game has to look nice to the eye, this means the animations must be fluid and non-glitchy, the background maps must be soothing but not too bold, it has to be subtle in a way that the game player knows where the map is set without being distracting to the game." I have addressed this by making sure that my game has nice colours which go together in making it seem like this is a chill game using colours such as light blue, pink, purple, green, brown. My light blue for my main character was used as an implication to tell the user that bright colours are good and darker shades of colours are bad, this can be seen in my enemies. My enemies are the same sprite but just a different colour, my enemies are dark purple with dark particles floating around them. I made my background colour nice and bright with colours such as pink, blue and green. This added even more visually appealing colour to the eye making my game look professional as I stated at the start of the project.</p> <p>In my feedback responses the responses also said that they liked the aesthetics of the game because they were appealing/nice to look at because they are nice and bright colours and in the first aesthetic implications i said that the main character is going to be played with the whole game and so it can't be skipped on effort.</p> <p>This is how i addressed parts of my aesthetic implication</p> <p>Some parts of my first implications I didn't address are the parts of the mobs and the fish because I didn't add them into the game because I thought that I could change my game idea, meaning that they simply wouldn't be in the game.</p>
Functionality	<p>At the start of the project I said this for what i wanted my Functionality relevant implication to be: "Functionality is going to be something that makes or brakes this game, because the holy fish is going to send in mobs to try and stop the fisherman, the fishermans code must be smooth where it doesn't glitch or have any problems with the overall impression of the</p>

	<p>game, this also goes for the HUD, the hud must be nice to the eyes with non overly bold distracting objects. In conclusion, my aim for the functionality for this game is that it MUST mend nicely and blend smoothly together, with each element of the game interchanging smoothly.”</p> <p>I haven’t addressed this in the way that was said at the start of the project because I have changed my game idea so i can no longer do it where the holy fish sends in mobs to try and stop the fisherman or the HUD because i haven't added anything to the hud except for a back to main menu button. But for the back to main menu button i am proud of it because it is very much not distracting to the player at all and you basically don't see it whenever you are focused on the game</p> <p>However, if I could restart this project I would absolutely make sure that I have everything about the functionality nailed for the actual game that I am making, not like what I have done with this project and changed the functionality of the project overall.</p>
Usability	<p>At the start of the project I said this for what I wanted my usability relevant implication to be: “This usability part mostly comes down to the HUD and menus page. If the menus page is not easy to use, people will most likely shy away from the game as before they even start this game it will be their first impression. So by having a nice menus page it will give the player some sense of relief. This includes a maybe small animation of a fisherman, outlines of options when they hover over it, sounds of water splashing when they click something on it, for example if they wanted to click the controls option, when the mouse hovers over the option a border comes around it and when they click it it makes a small water splash sound. To me this is key, first impressions will win the hearts of whoever plays this game. In conclusion the first impressions need to be nice, the HUD needs to be subtle but not over the top, and the menus page should be easy to use.”</p> <p>I have addressed this by making sure that my game met most of the requirements i said, such as: The main menu being the first thing they see which will have an impact on if they want to actually play the game when they load it up. I have addressed this by making sure that my menu system is working nicely with back buttons so that you don't have to restart the game in order to get back to a certain scene in the game.</p> <p>Although I have not stated this in the start relevant implications but the useability of the actual game itself. This means actually controlling and playing the game with buttons such as W,A,D to move the fisherman.</p> <p>In the feedback responses for my game, one of my responses was that my game had good usability mostly meaning that the game was simple to play without many buttons making it confusing for the user to play.</p>

	<p>With that being said if I could do this project again i would add a few more buttons to the game such as right or left mouse click, shift or f etc because i think the game at the moment is a bit too boring with just the W,A,D movement buttons.</p>
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Name:

Grade:

Use basic iterative processes to plan and develop a digital outcome

Domain: Digital Technology 1.9

Credits: 6 (Internal)

Link: <https://www.nzqa.govt.nz/nqfdocs/ncea-resource/achievements/2018/as91884.pdf>

Achieved Use basic iterative processes to plan and develop an outcome	Example Evidence	
Planned a digital outcome to address a problem, need, opportunity or interest	Used planning tools (Trello Freedcamp etc) to create an overall plan of what your game needs to be considered a success. This is related to your proposal or the given brief for the game.	✓
Decomposed the outcome into smaller components	Break the whole project down into sprints of a few weeks each. Each sprint will develop your game further. Tasks in each sprint should be small and specific not just (make an enemy)	✓
Planning and trialling components in an iterative manner	Sprints contain a series of small tasks that are developed, tested and evaluated then feedback from the planning and trialling helps to inform the planning for the next sprint.	✓
Tested the outcome to ensure it functions as intended	Final evaluation of the outcome relates to the brief/proposal and attempts are made to ensure the game works and is relatively bug free.	✓
Described the social implications and end-user considerations that are relevant to the outcome	Shown an understanding of the relevant implications as they relate to game development and completed the relevant implications section for 3 chosen implications. Explanation here	✓
Merit Use iterative processes to plan and develop an informed outcome		
Used information from testing and trialling to improve the outcome	Really good sprint evaluations leading to informed and detailed improvements that create a high quality outcome.	✓
Trialled multiple components and/or techniques and selected those which improved the quality of the outcome	You should have evidence of revisiting a task because it was found (from feedback or reflection) to be in need of improvement. Eg. you may have	✓

	done a main character then completely redone it because feedback or reflections showed it was a bit rubbish and could make a big difference to the overall quality of your game. You could do the same with code, levels, particle systems, menus, etc.	
Addressed relevant social implications and end user considerations in the development of the outcome	Not only did you consider a few "implications" from above, you dealt with them. Eg. Aesthetics- you re-do a level and add several new models in sprint 2 because after testing, the user thought it looked a bit disjointed (you had a bunch of textured objects but the main map was flat color- so you made the main map textured and added concrete blocks, brick walls and roads)	✓
Excellence Use iterative processes to plan and develop a refined outcome		
Applied information from planning, testing and trialling of components to develop a high quality outcome	As above but the process was followed through in detail- your development log is highly detailed and comprehensive (lots of writing about lots of tasks) and your outcome as a result of the process is really impressive.	

Comments:

Minimally met some of the planned implications. Game Design is hard. Low M for a decent process.

Develop a digital media outcome

Domain: Digital Technology 1.4

Credits: 4 (Internal)

Link: <https://www.nzqa.govt.nz/nqfdocs/ncea-resource/achievements/2018/as91880.pdf>

Achieved Develop a digital media outcome	Evidence	
Used appropriate tools, techniques and design elements for the purpose and the end users	Your development log has evidence that you can use at least two of the following pieces of software with some skill- Godot, Inkscape, Gimp, Pixelart/Piskell, Goxel, Blender	✓
Applied appropriate data integrity and testing procedures	The art/code/level is tested or evaluated- this appears in your development log as a reflection or the results of testing. Eg. You have a screenshot of the model in game and you reflect on it in your development log-	✓

	does it fit the art style? Is it efficiently made? Is it functional	
Described the social and end-user considerations that are relevant to the outcome	Same as the “Iterative design” standard- You do NOT have to do this twice! Ensure that you have answered this- explanation here	✓
Merit Develop an informed digital media outcome		
Used information from testing procedures to improve the quality of the outcome	You manage to make a better than average outcome because your contribution is refined by feedback and reflection. You should show that you are quite skillful in your chosen area (code/level design/modelling)	✓
Addressed relevant social implications and end-user considerations	As above- only this time you have to not only show you understand some of the “implications” but you have ensured you have dealt with them.	✓
Excellence Develop a refined digital media outcome		
Showed iterative improvements throughout the design, development and testing process	Your development log shows that you have put a lot of work into developing the part of the game that you were responsible for. Eg. you have made several versions of the main character- each one slightly better than the other to end up with an awesome main character. This has been recorded in depth in your development log and there is evidence of reflection, feedback from other and consideration of other “implications” (mentioned above) that have guided your improvements.	
Applied design elements effectively	You have shown a high level of skill in your area on top of making an awesome outcome. Eg. You are a blender guru!	

Comments: It improved because of the process and could be considered “informed” but it is not a “High Quality Outcome” or “Refined” and therefore can’t achieve higher.