

Level 1 Game Development Log

Final game link - <https://itch.io/jam/bhs2022final/rate/1668537>

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	Aesthetics is the look of your game. Aesthetics could also include the sound of your game since sound can support visuals. If Stardew Valley had a hard metal soundtrack most people would play with their sound turned off. Aesthetics is important because it is the first thing any player will notice when looking for a game to play, a game with a perfect story and mechanics but with lackluster aesthetics won't perform as well as a game with mediocre story and mechanics but great graphics. Graphics don't have to be ultra realistic to be considered aesthetically good. In the game thomas was alone the art is minimal (only squares and a few rectangles) but the game makes up for the minimal art with color and ray tracing to create shadows in the levels and very vibrant colors. Aesthetics is important because it attracts the player and keeps them engaged in the game.
Functionality	Functionality is the idea that your game fulfills the purpose it's set out to fulfill. Does it work? Can the game stay running or does it crash every few minutes? There isn't a single successful game with good functionality (otherwise you wouldn't be able to play it).
Usability	Usability is really important in video games. Usability is how easy your game is to use. Does it use conventions making it easy to pick up and play/ easy to use? For example most games use w,a,s and d to move, it would be unwise to use a different scheme unless it's a part of a game mechanic. Another usability convention is using the left stick to move. A game that uses the right stick won't be as easy to pick up and play and it will feel clunky all the way through.
Legal	Legal is the idea that your game is legal and that you're allowed to use all your assets and that You aren't stealing someone else's work. It is

	important to consider this so you don't get sued and so that you stay fair and not steal other people's work,
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Overall Project Planning

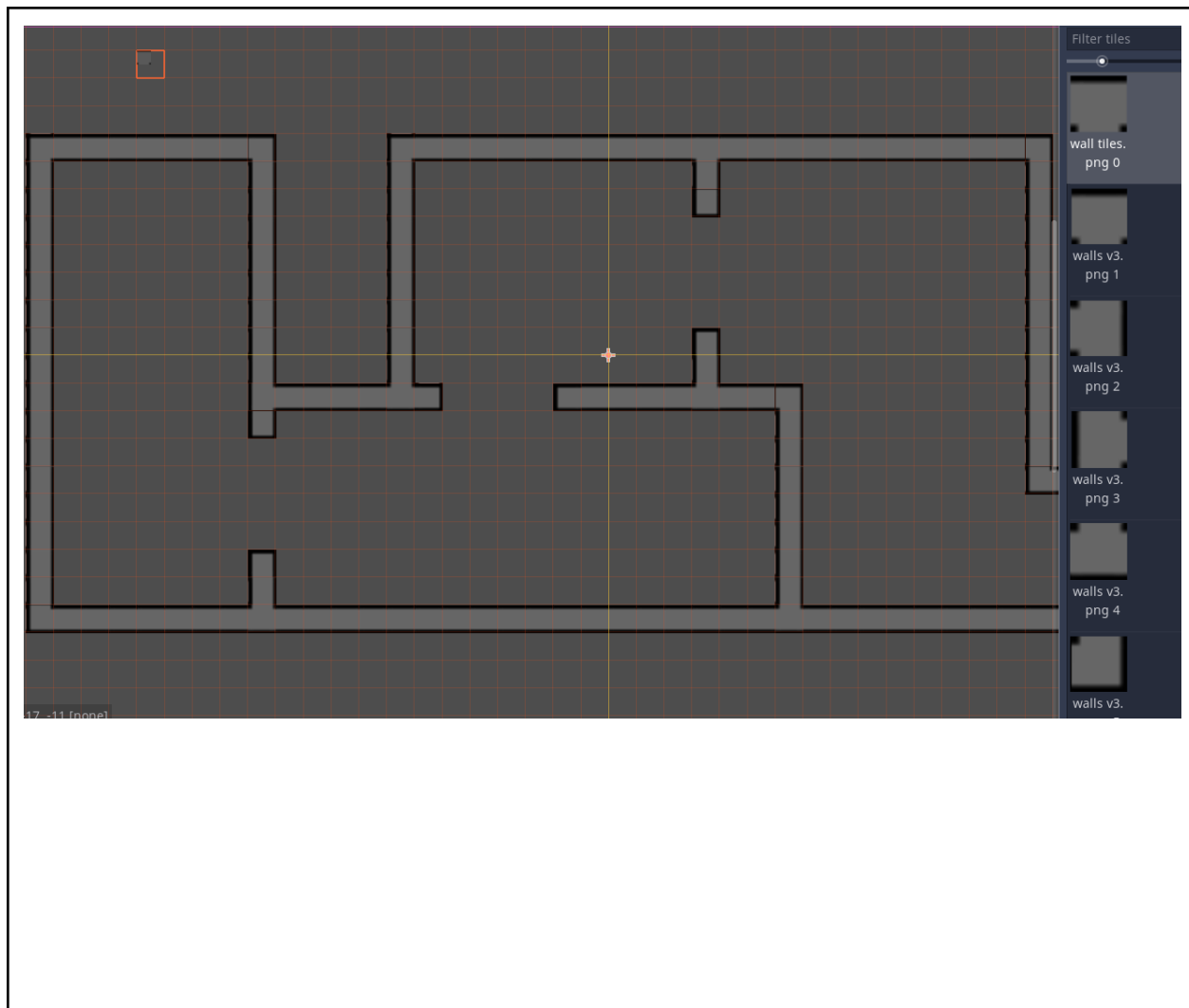
Link to your Trello Plan (make sure it is public) :

<https://trello.com/b/R9f3Bndx/game-design>

Sprint #1 Planning

What are your priorities and goals for this development cycle?

Get the character to be finished with his sprite being able to move (and be animated) and his shurikens to be thrown. Also for him to die when he touches an enemy. We also wanted to create and finish all the wall tile maps for the game.



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)

Word of mouth.

Summary of Feedback

What did the feedback say in general?

In general they said the game needs more going on in the background(more color and some furniture) they also said our enemies needed sprites in addition they said we need a tutorial to explain how to play.

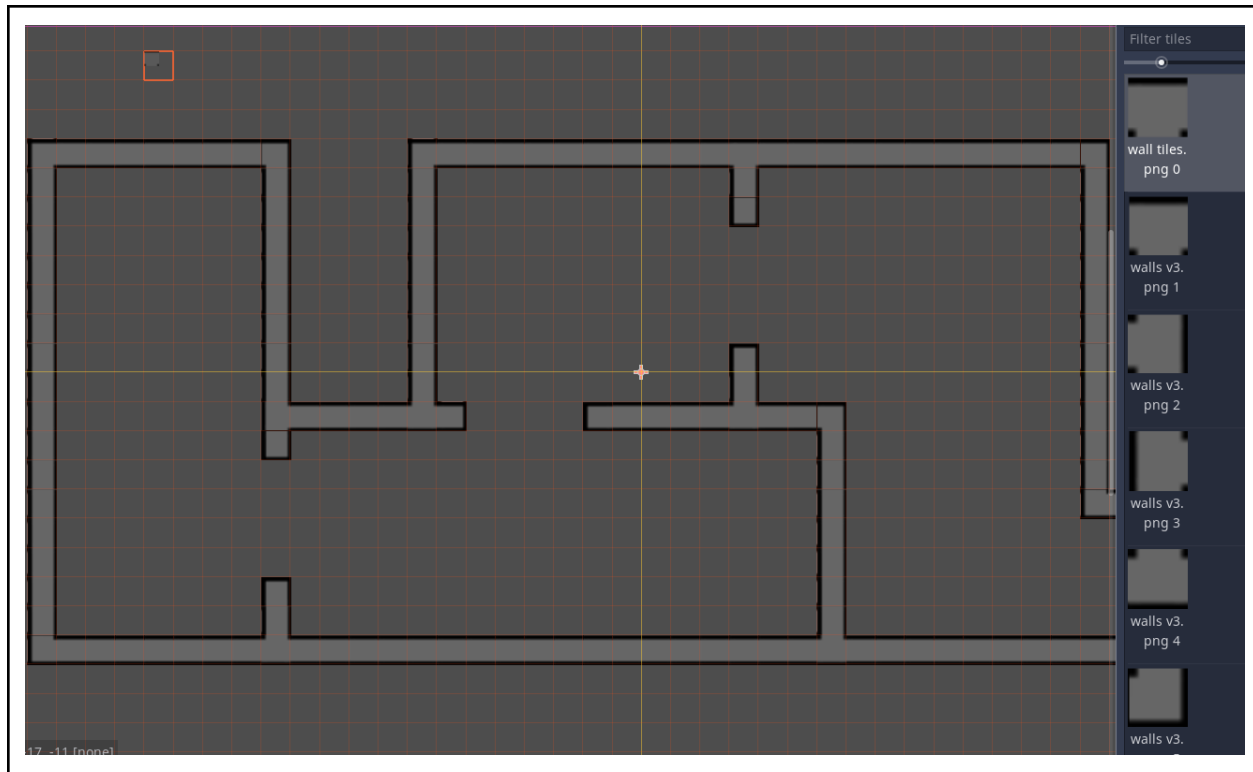
Sprint #1 Project Reflection:

Things to consider when answering

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

Screenshot of the game at end of this Development Cycle

The game was bare bones with only a character and the tilemap shown below.



What went well and why?

We worked well in a team while I was working on programming and basic game functions. Leon was working on the art assets and level layout designs. The artwork seemed to be extremely cohesive and the programming seemed extremely challenging but it was chugging along nicely.

What didn't go well and why?

There are multiple bugs that I am unsure of how to fix which don't ruin the gameplay but they ruin the feel of the game. We are also slightly behind on where I expected to be

What have you learned?

I learned how to create functions variables and how to program various things in Godot

What are you most proud of this sprint? Add a screenshot. What is it? How did you make it? Why are you proud of this the most?

The thing I am most proud of this sprint is the tilemap because it is cohesive and has a very similar vibe in terms of the aesthetics and the characters' artwork. A tile map is the level designers palette that lets you quickly add assets to your levels i.e. walls

Sprint #2 Planning

What are your priorities and goals for this development cycle?

To import all the art assets and create furniture.
To fix the remaining bugs.
To create a tutorial

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)

Summary of Feedback

What did the feedback say in general?

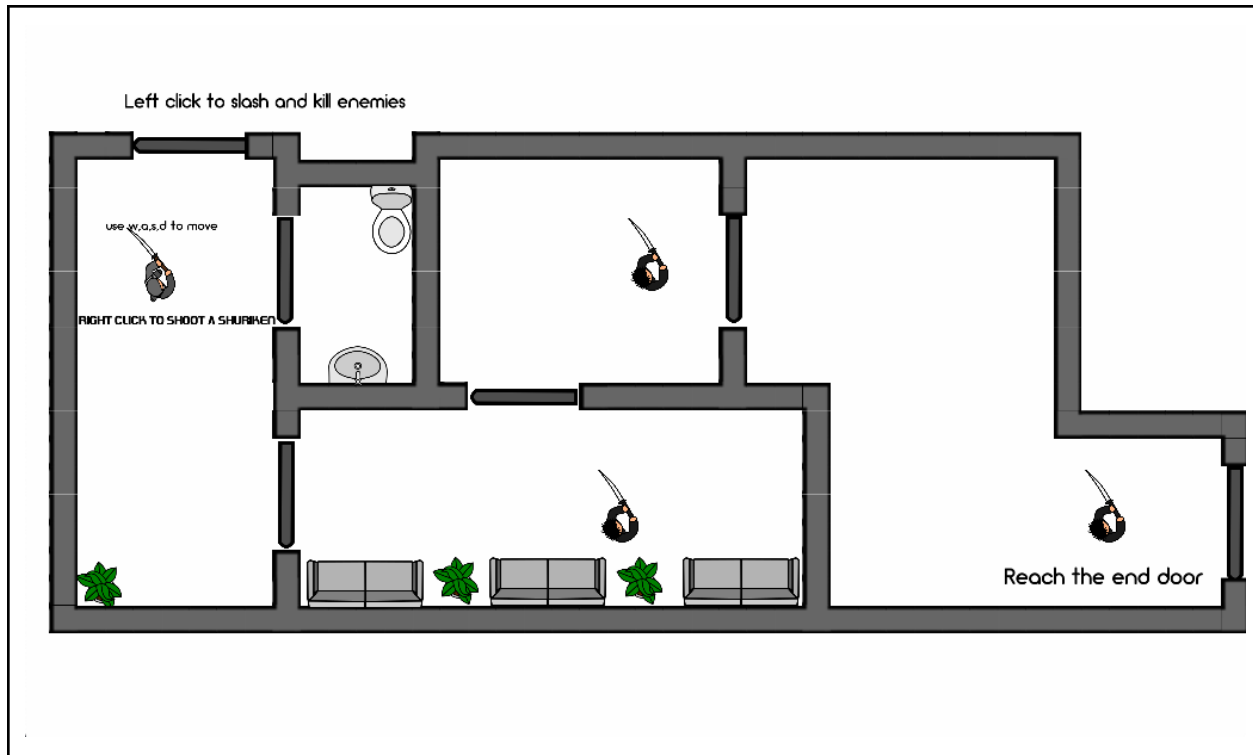
They said that the game was quite fun to play, however the different fonts for the tutorial weren't practical. They also mentioned that there is a bug with the animation which makes the game feel clunky.

Sprint #2 Project Reflection:

Things to consider when answering

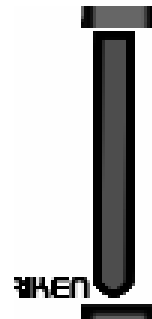
- Time restraints
- Resources
- New knowledge
- Unforeseen problems
- Testing

Screenshot of the game at end of this Development Cycle



What went well and why?

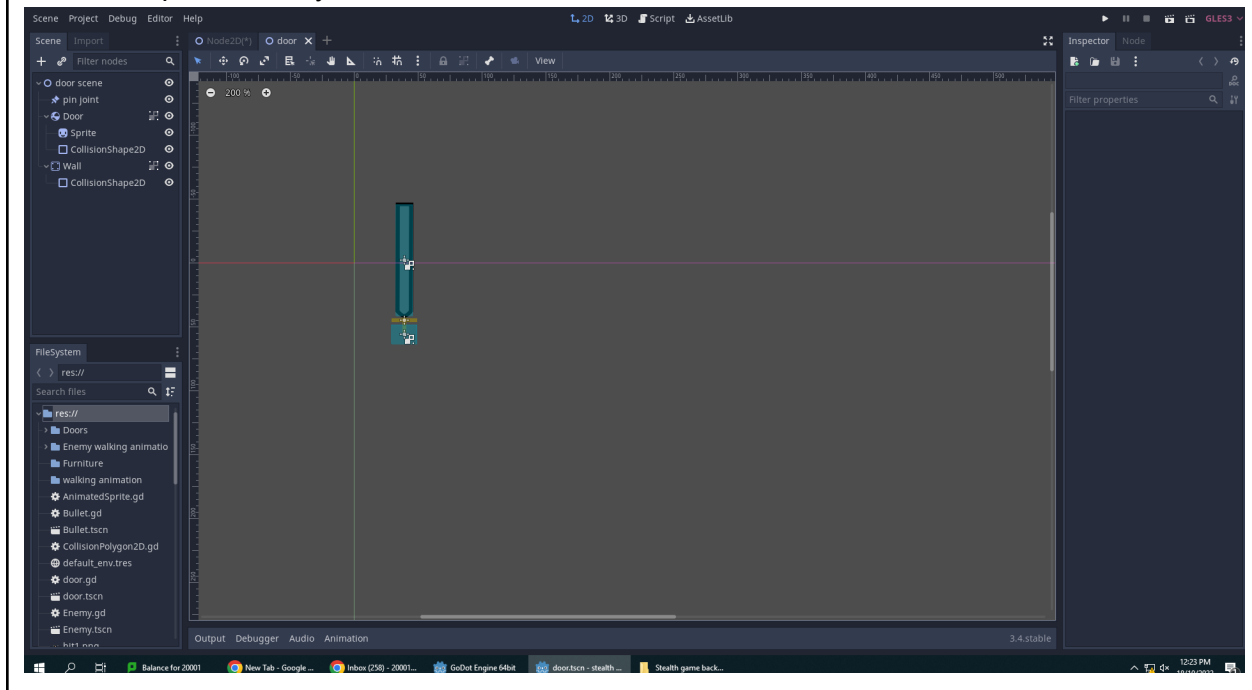
Our productivity was great. We got something done every lesson. I managed to create a door that wiggles and reacts to the player's movement. At first this was meant to be an object that has collision and when the player collides with it it goes through an animation. This outcome worked but it wasn't quite as satisfying. It seemed off since the animation still played as if the door opened even if the player only skims it. So then I wanted to create a door with a physics process that actively reacts to the movement of the player. However there were some problems with this. Adding a physics process to the door made the door have gravity and thus fall to the bottom and not stay in the doorframe. As you can imagine this was quite problematic. So I used a node called pinjoint (Shown in the picture below) which made the door hinge stay in place but the doors were still affected by gravity which made them move consistently. I then decided to turn off gravity completely since I didn't need it in my 8 direction game.



This picture showcases my pinjoint which is located at the bottom of the door.



Below is a picture of my final solution.



What didn't go well and why?

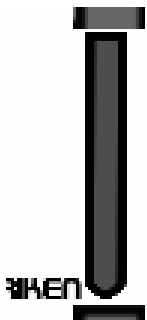
Fixing the bugs was impossible. Some bugs I left in there because I was clueless on how to fix them. This could've been alleviated .

What have you learned?

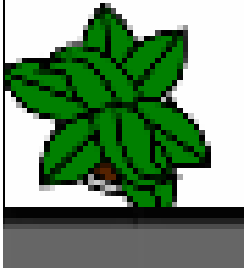
Kinetic bodies are better for the enemy. What a pin joint is and how to use them.

What are you most proud of this sprint? Add a screenshot. What is it? How did you make it? Why are you proud of this the most?

The doors because they move and wiggle using physics.



The pot plant is also extremely cool for some reason.



Sprint #3 Planning

What are your priorities and goals for this development cycle?

Polish the game.
Add sound effects
Screenshake.
Fix animation bug
Add shuriken counter.

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)

<https://docs.google.com/forms/d/1nKEpgkqM77JWZt1KmV0JwEXtxbd-VFrsTwydNa9tYjE/edit?usp=sharing>

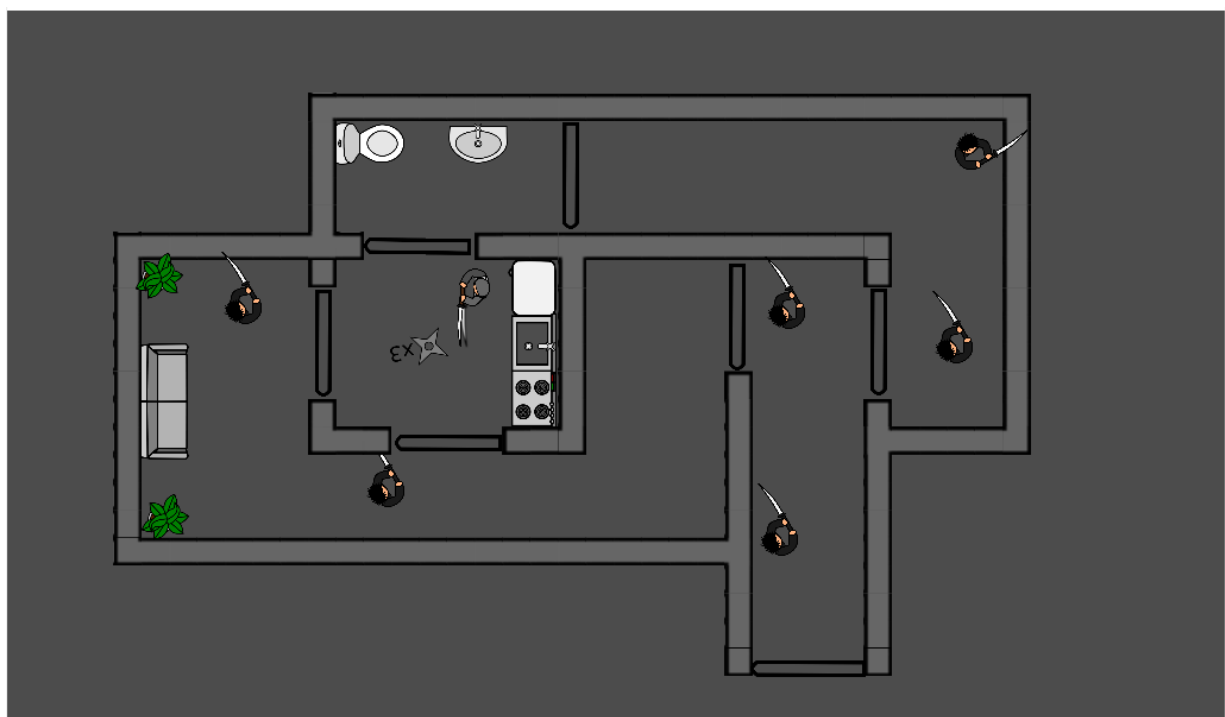
Summary of Feedback

What did the feedback say in general?

They said the game was good. not much valuable feedback on the form. However a friend said that the title screen needs work and that the second level is too hard for just a second level in a video game. I realized that this is true and something I was aware of however i ran out of time to truly polish it and add proper levels.

Final Reflection:

Screenshot of the game at end of this project



Something cool I made during this sprint is adding a shuriken counter to the player during this sprint. The shuriken counter moves with the player so that the player doesn't have to keep monitoring the top right corner of his screen and can instead focus on the player character. Now to be honest the code for this was extremely ugly but it was quick and has a polished feel to it.





 Left Click
Attack

 Right Click
Shuriken

 WASD
Move



The images above showcase our end-of-level and our death screen. I made it so that there is a variable that checks for a signal that is only sent when the player dies. When this signal is sent the death screen appears with a prompt to restart the level. Originally the death screen's background was a solid red. However we felt that this made their appearance sudden and it didn't look cohesive with the game. So Leon decided to lower the opacity so you can see how you died and so that the death screen still feels as a main part of the game.

Final Reflection

What went well/poorly? If you had more time what might you do? What would you do differently if you could start again?

The programming was horrible. If I were to do this again I'd invest more time into learning GD script more thoroughly. However I am still quite proud of how the game came out. It looks fairly nice and playing it doesn't feel clunky there can still be more game features added to it.

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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
Aesthetics	The aesthetics are really well polished in this game all the art asses flow together. We added in toilets sinks and kitchens to make each level look as if someone was living there.
Functionality	We addressed functionality by making a playable game that felt smooth to play. It fulfilled its purpose of providing enjoyment to the player.
Usability	We ensured our game was useable by following game conventions w,a,s,d and having very clear button prompts in the tutorial.
Legal	We made sure our game is legal by only using code and assets tat we made thereby giving us full rights to the assets.

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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:

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: