Grapple Game Presentation

Professional practice in IT

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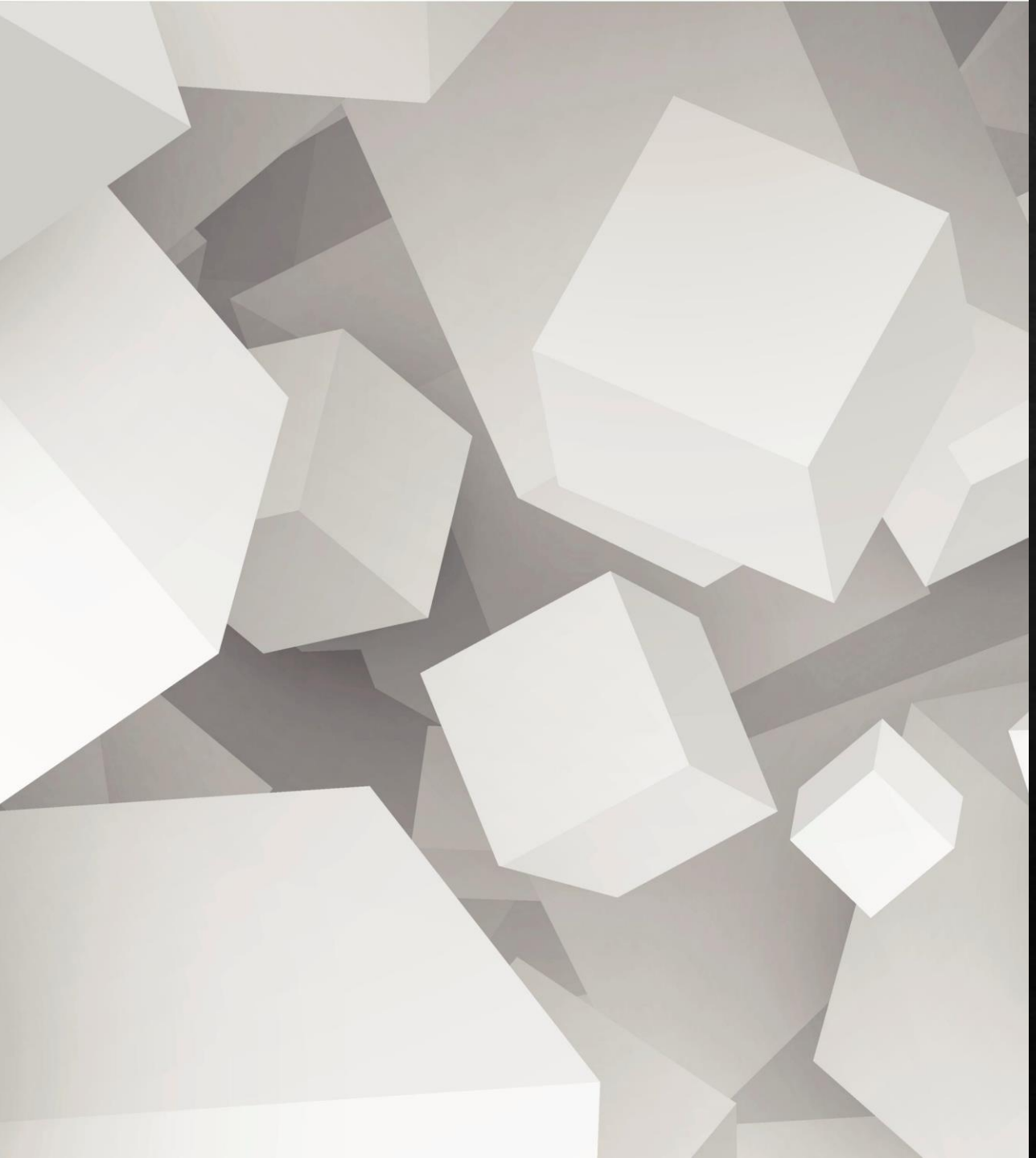
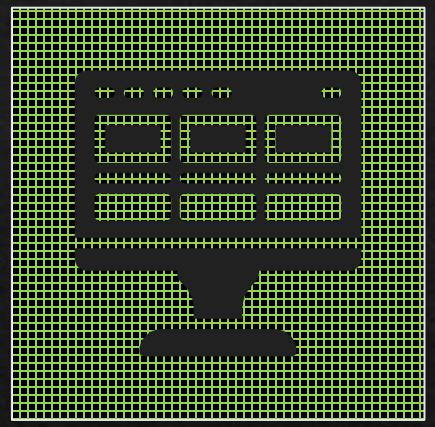
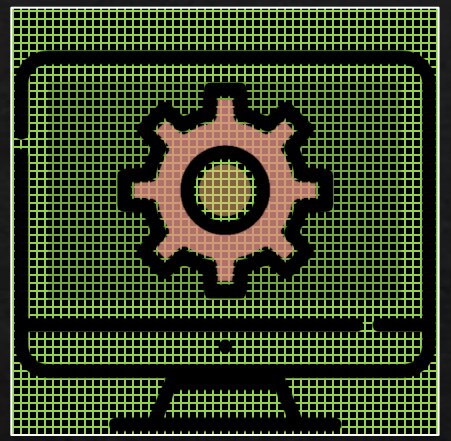


Aims and Objectives

- Develop a fast-paced parkour game.
- Design levels to match the style of game.
- Keep track of the players score and save it.
- Deliver a fully functioning game.

Architecture.





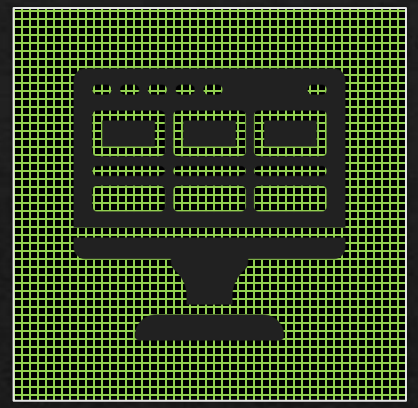
Front-End

Back-End

Unity Game Engine

C# / Visual Studio Code

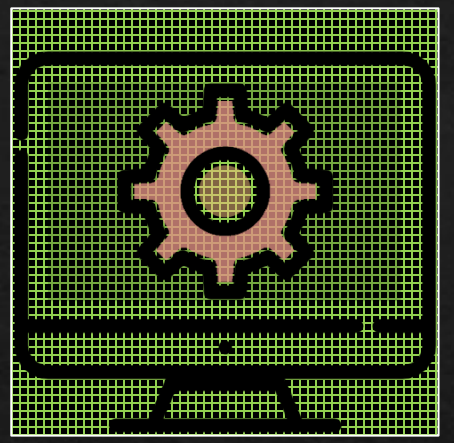
Front-End



- All the rendering and display is done via the Unity Game Engine.
- All the features have been implemented using Unity tools. (like the line renderer for the grapple)
- Seamless interaction between UI and Gameplay.
- Features:

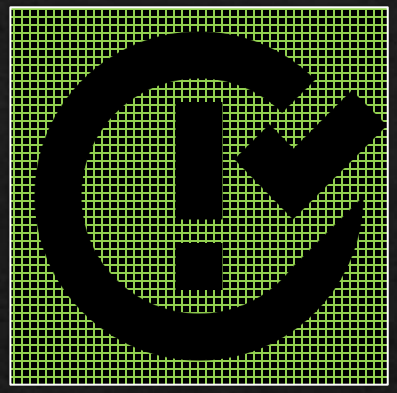
  Checkpoints, Respawn System, Scoreboard/Counter, Pause menu, UI, Unique Player Physics.

Back-End



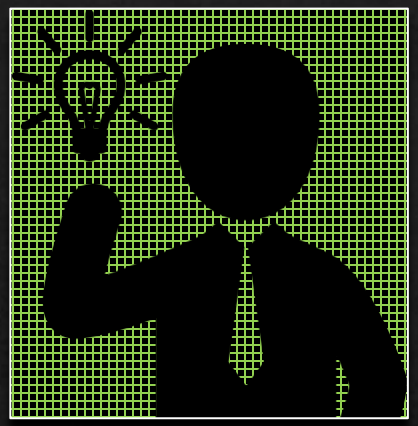
- All code was written in C# using Visual Studio Code.
- Implements any sort of game interaction.
- Custom physics developed to achieve our ideal movement style.

Issues Encountered



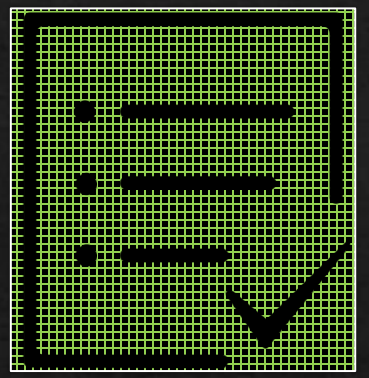
- A lot of trial and error to get the movement system desired
- Texture scaling issues
- Grapple gun issues
- Wall run issues
- Randomly generated levels – scrapped idea
- Online Scoreboards
- Gun rotation

Solutions



- For almost all the issues we encountered we managed to find a solution during one of our weekly meetings. Where some team members lacked expertise particular areas, other team members excelled in, and vice-versa.
- The online scoreboard would of have been implemented after the games full release on Steam. We have not yet been granted approval for the steam marketplace, but once we do, we will have access to their online score trackers and tools (Steam Works)

Conclusions



- There was a lot of hiccups along the road. We found that the key to the development of our project was consistency. Weekly/Bi-Weekly meetings where very important to keeping us on track with the deadline.
- Development is better done in lengthy bursts rather than bit by bit. We found that if we didn't absolutely prioritize big parts of the game, that they would be put off and the team would get a false sense of achievement because we had an idea of what we wanted, instead of the product.

Demonstration