

Dino Run and Galaxy Dash

By: Honeydew

Master Copy Process

Successes:

- Completed
- Sounds
- Sprites

Challenges

- Copying original looks

Master Copy Process

Successes:

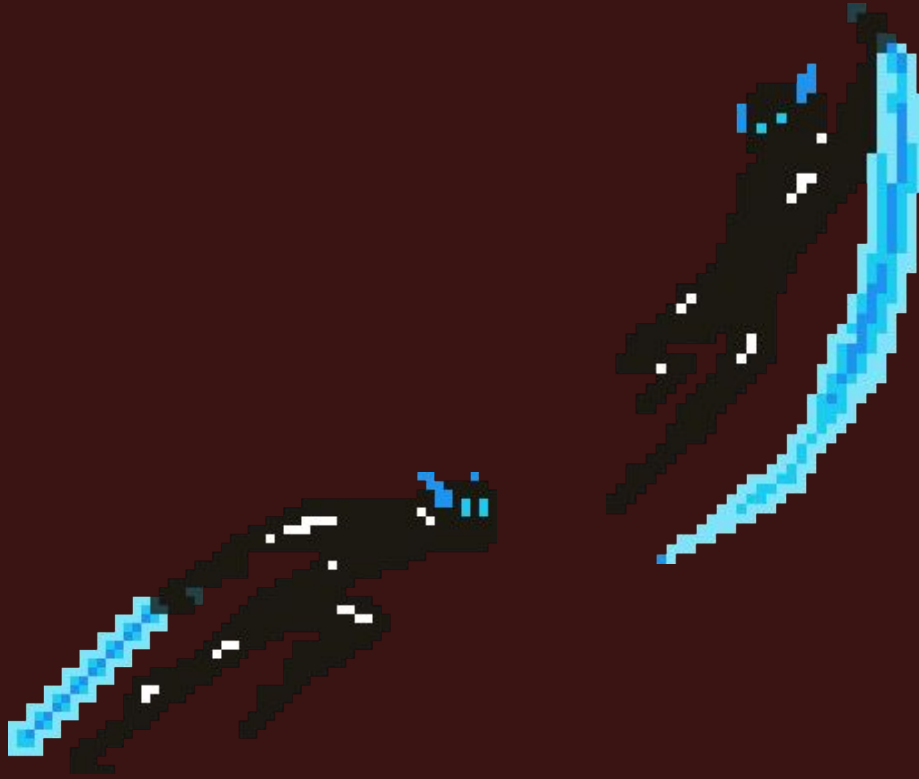
- Sprites
- Sound
- Added mechanic

Challenges

- Limited time



Systematic Approach



Milestones	Main Schedule	
Pitch	<input checked="" type="checkbox"/>	Met up with group
	<input checked="" type="checkbox"/>	Spent time figuring out what video game to recreate
February 4 2020	<input checked="" type="checkbox"/>	Artists figured out how to do basic walking cycle pixel animation and then learned how to input that into unity
	<input checked="" type="checkbox"/>	Programmers started working on programming the game
	<input checked="" type="checkbox"/>	Finished main information on GDD
	<input checked="" type="checkbox"/>	Create a Trello, then Google Sheets for Asset Lists and Schedule
	<input checked="" type="checkbox"/>	Start Pitch Presentation
	<input checked="" type="checkbox"/>	Art Lead started creating the sprites
	<input checked="" type="checkbox"/>	Create style guide
	<input checked="" type="checkbox"/>	All asset lists made
	<input checked="" type="checkbox"/>	Created Schedule
	<input checked="" type="checkbox"/>	Finished Pitch presentation
Alpha Main Game Working	<input checked="" type="checkbox"/>	There is at least one sprite placeholder
	<input checked="" type="checkbox"/>	There is at least one sound placeholder
	<input checked="" type="checkbox"/>	Asset list updated for each lead
February 6 2020	<input checked="" type="checkbox"/>	Trello updated
	<input checked="" type="checkbox"/>	Schedule updated
	<input checked="" type="checkbox"/>	GDD updated
	<input checked="" type="checkbox"/>	Fix aspect ratio in the game
	<input checked="" type="checkbox"/>	Documentation updated
	<input checked="" type="checkbox"/>	Implemented sword mechanic for plus content
Beta	<input checked="" type="checkbox"/>	Have everything for main game done
	<input checked="" type="checkbox"/>	Have most/all of plus content implemented
February 10 2020	<input checked="" type="checkbox"/>	Asset list updated for each lead
	<input checked="" type="checkbox"/>	Trello updated
	<input checked="" type="checkbox"/>	Schedule updated
	<input checked="" type="checkbox"/>	GDD updated
Final	<input type="checkbox"/>	Both master copy and plus content complete
	<input type="checkbox"/>	All links in canvas
February 11 2020	<input type="checkbox"/>	All documentation finalized

Art Examples

Master Copy



Plus Content



Audio Examples

Master Copy

Milestone



Death



Jump



Plus Content

Theme Song



Laser Sword



Laser Sword Slash



Design

- Space theme
- Space Knight
- Variety of aliens

Tech Features

- Swingable sword attack
- Parallax meteors
- Non-hitbox colliders



Synopsis - Part 1

Experience

- Turned out to be very difficult, but fun
- A good learning experience
- Good team communication practiced
- A lot of time management

Synopsis - Part 2

Big Takeaways

- Start small
- Plan/Design for success in the future (Keeping other components of the game in mind)

Thank You

