# CS 2053: Final Report Template

## Winter 2021

Please fill in you’re a nswers to the questions below. The main goal of this report is to make sure that the instructor is able to assess all aspects of your project and the at nothing is missed. Additionally, a few feedback questions will help us organize the course in the future.

**Current Group Members:**

Owen Boyle, Geoffrey Russo

**GitHub Project URL:**

<https://github.com/OwenHatesComputers/FinalProject>

## **Game Design Requirements**

*Describe in the following sections how your game meets/supports each of the following project requirements:*

* 1. **Story Telling.** The game should contain storytelling with audio or text narration.

At the start of each level a test box is shown outlining the narrative of the game.

* 1. **The number of levels**. The game should be a multi-level/scene game with 2N scenes (where N is the number of teammates). How many levels do you have an what do they represent.  
       
     The game has 4 levels, as our team is of 2 members. The first level was purposely made as a tutorial to be more basic and allow the player to get a hold of the controls and the game’s objectives. The second level added more enemies and hazards for the player to avoid. The third level shifts style slightly, to force the player to make very quick decisions and use what skills they’ve aquired in the first levels. The fourth level is the boss fight of the game, resolving the story and further testing the skills of the player.

## **Game Programming Requirements**

*Describe in the following sections how your game meets/supports each of the following project requirements (what parts of the game and how it was provided):*

The project and resulting game must include the following game programming technologies:

* 1. **Sound** (note that if your game did not contain sound because of limitations in the lab computers, please comment on this here).

Simple background music was used on a per level basis.

* 1. **Physics**

Physics was used to move our basic objects in the game, enemies jump and fall, enemies throw projectiles at you.

* 1. **Cameras: should have dynamic (or multiple)**   
       
     The camera we used in similar to a spring camera, allowing the character to move around the screen slightly if moving faster.
  2. **User Interface** (menu).  
       
     The first screen of the game, our main menu, has a start and exit button, and every level has a short dialogue for the player to read before starting each level.

## Describe what parts of the game you attempted to build or wanted to build, but were unable to

*Distinguish between the parts you were unable to implement, but would have satisfied a project requirement, from parts that you wanted to add additionally to improve gameplay or play experience.*

We were hoping to have an energy bar that would force the player to collect resources in order to complete the game. This resource collecting was engrained in the story as your bee character needed to pollinate flowers in order to collect pollen, which was going to be used as your energy. Not only would this tie the story and gameplay together but it would have added another challenge to the game

## **How successful were you?**

## *Provide a description about how successful you were in creating a 'good' game with this project. There is no right or wrong answers, this is to help you reflect on your experience.*

Our game turned out ‘bee’ quite fun which honestly I was a little shocked about. As well when we were conceptualizing the characters it seemed like the game wouldn’t be very challenging as you are a flying character, but the game design provided quite a challenge. I also really like the visuals in the game, the animations turned out better than I could have ever hoped.

## **Describe how you were able to work remotely with your team or individually.**

*Did you have any challenges? What worked well? Would you do something differently in the future?*

We planned the game in a combination of in person and over the phone meetings. Starting of the creation of the game we split up the artwork between us, which we did individually. The bulk of the game we met up irl and worked on the game together.

## **Describe what external/third-party resources (or asset packs) you used**

*Please describe what third-party resources/scripts/objects/music/sprites/etc. you used, what functionality/features they provide and how you used them? Please provide urls for important libraries/assets, but leave out simple sprites and sound/music files.*

Some of our level pieces were taken from online and modified to suit the aesthetics of our game. Ideally everything in the game would have been handmade, I think this would have created an even more cohesive look, but overall I like the look of the natural pixelized features in the levels. Additionally the music we used was also taken from a third party, I personally would have lover to design music that fit this game but time constraints would not allow this

Our rocks:  
<https://www.pinterest.ca/pin/584482857867709032/?fbclid=IwAR1K1K4c8qXbZ8tXDjU-1Gcl86yLGxoyZm2Qt4feoniToQzsqURPqbeuvdQ>

Music:

<https://www.purple-planet.com/?fbclid=IwAR1Okm4GkdHHthSGJXkK_gHTjiV4n25kQxeYVj18VdeGaP2wa9ZYm5KgsOQ>

logs:

<https://www.iconspng.com/image/68824/log?fbclid=IwAR3tIX88dynjgqQD3eXVSoJv2neUKRYbkpVgwYa2tPG7M0Z39inqenGIA1k>

heart:

<https://www.kindpng.com/imgv/JRxbJm_pixel-heart-png-transparent-png/?fbclid=IwAR2ZBp5i4VoGiT7kJqB6YyFZHPu3uFrNdVBQqXCgbtJo-8LE0amxQZQOVv0>

Scroll(for level text):

<https://gallery.yopriceville.com/Free-Clipart-Pictures/Scrolls-PNG/Scroll_PNG_Clipart?fbclid=IwAR19SrelDO7sYzN7zoaMnr47yEA7WlVgOwBJqtgL96CBh05EFsJEb3r_jPQ#.YHBoVOhKhPY>

backyard:

<https://pngio.com/PNG/a10798-yard-png.html?fbclid=IwAR3mXmh9RvLfsVW-rWWHFYt3JpgxL4GEFRHRssY9Khn9ai0zoh7RbqoJz04>