

Comp313 Group 18

Process Documentation

Game: Sacrifice

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This is a story-like game where the players get to choose which will make a difference in their story. For this project, we collaborated with design students who were inspired by the Chinese tradition and came up with this horror game in 2D. After doing a lot of research on 2D gaming in Unreal, our team decided to make a repository in the GitHub since it supports both Unreal engine and collaborative work. Initially, we did not know about the smart commit, therefore, we did not start with smart commits. However, we started using them once we got to know about it. For this, we started creating issues to connect it with our commits so that the members know the member contributing for those issues.

We initially started off creating the first map and the main character movements committing simple messages. These took a lot of our time since this was the first time for any of us to create a 2D game. Our team was very familiar with creating 3D games which is why it took a lot of our time trying to learn all the small techniques to implement a pure 2D game in Unreal. During our learning process, we found that Unreal is not quite suitable for making a 2D game, therefore we are proud to be able to achieve something that is not quite recommended by Unreal.

Our team followed the following process before we started using smart commits:

1. Created a simple level 1 town map.
2. Build the first map according to the designers' wish with the assets provided.
3. Created animation for our 2D character for walking left, right, up and down.
4. Added movements for the character to walk upwards, downwards and sideways.
5. Created a NPC character for the game.
6. Actions performed between NPC character and the 2D character for starting a conversation.
7. Fixed the rendering issue.
8. Added start menu, exit page and conversation widgets in the map.
9. Getting ready for prototype submission.

After we knew about the smart commits, we created some issues based on the problems and the things that we had to do in the repositories. We decided to split the current issues among us and create different branches for each of us to avoid getting into conflicts later. We made sure that each of us would remind the other team member to pull from the master when we merge our branch to avoid future merge conflicts.

Following the game documentation from the designers, the game begins with the starting animation followed by select levels map and the first level. Due to time constraint, the designers




were not able to provide assets for the last level. Therefore, we could not complete the full game. The section below shows all the issues that we made and screenshots of the commits and message from each member.

Issues


- Layer second level assets #3 -


Layer second level assets #3

 Closed fyinnBD opened this issue 10 days ago · 0 comments

 fyinnBD commented 10 days ago Collaborator  

No description provided.




 fyinnBD self-assigned this 9 days ago

 fyinnBD closed this 20 hours ago


- Implement music over existing game #4




Implement music over existing game #4




 Closed fyinnBD opened this issue 10 days ago · 0 comments



 fyinnBD commented 10 days ago Collaborator  




No description provided.


 fyinnBD assigned Peony27 9 days ago


 sonedee added a commit that referenced this issue yesterday
 #4 adding sound to the staring screen button and selecting first leve...  a6f6925


 sonedee added a commit that referenced this issue yesterday
 Merge pull request #19 from Peony27/Deepika2  Verified d4737dc



 sonedee added a commit that referenced this issue yesterday
 #4 adding sound for death screen and wonton shop c646685


 sonedee added a commit that referenced this issue yesterday
 Merge pull request #20 from Peony27/Deepika2  Verified 05591d2


 **sonedee** added a commit that referenced this issue 8 hours ago


 #4 recreate the cloud widget in for amaller size 774fa10



 **sonedee** added a commit that referenced this issue 7 hours ago


 Merge pull request #30 from Peony27/Deepika2  ef6f0a4


 **sonedee** added a commit that referenced this issue 5 hours ago


 #4 add more sound the backyard buttons 12b9097


 **sonedee** added a commit that referenced this issue 5 hours ago


 Merge pull request #33 from Peony27/Deepika2  ed17b3d

 **Peony27** pushed a commit that referenced this issue 5 hours ago

 #4 added sound for backyard 8ca27ca

 **Peony27** pushed a commit that referenced this issue 4 hours ago




 #4 added background music for level 2 93790f4

 **Peony27** closed this 4 hours ago


- Adjust UI scaling/sizes #5


Adjust UI scaling/sizes #5



 **fynnBD** opened this issue 10 days ago · 0 comments


 **fynnBD** commented 10 days ago  


No description provided.


 **fynnBD** assigned **sonedee** 9 days ago



 **sonedee** added a commit that referenced this issue 8 days ago


 #5 [Adjust UI scaling/size done for the start screen and selecting level](#)  052358f


 **sonedee** added a commit that referenced this issue yesterday


 #5 adjust the scaling of selecting level widget 1bee1d1

 **sonedee** added a commit that referenced this issue yesterday

 Merge pull request #17 from Peony27/Deepika2  52e7cd2

 **sonedee** added a commit that referenced this issue 8 hours ago


 #5 create widget for cloud covering wonton shop and buddha b5b3d4a

 **Peony27** closed this 4 hours ago

Withub.com/Peony27/Serifice/commit/052358f631d6e162eb9b9817e46eaf463811b

- Fix paper2d render order bug #7

Fix paper2d render order bug #7

 **Closed** fyinnBD opened this issue 10 days ago · 0 comments



fyinnBD commented 10 days ago

Collaborator



No description provided.



 Peony27 self-assigned this 9 days ago



 fyinnBD closed this 20 hours ago

- Create NPC dialog screens #8

Create NPC dialog screens #8

 **Closed** fyinnBD opened this issue 10 days ago · 1 comment



fyinnBD commented 10 days ago

Collaborator



No description provided.



 fyinnBD self-assigned this 9 days ago



 fyinnBD closed this yesterday



fyinnBD commented yesterday

Collaborator

Author





All done!


- add starting video #10


add starting video #10

 Closed fyinnBD opened this issue 9 days ago · 0 comments

 fyinnBD commented 9 days ago Collaborator  ...

No description provided.



 fyinnBD self-assigned this 7 days ago

 fyinnBD closed this 20 hours ago


- Create Inventory System #11


Create Inventory System #11


 Closed fyinnBD opened this issue 4 days ago · 1 comment


 fyinnBD commented 4 days ago Collaborator  ...



No description provided.

 fyinnBD self-assigned this 4 days ago

 fyinnBD added a commit that referenced this issue 3 days ago

 finished adding more maps, back to [#11](#) d9882e7

 fyinnBD closed this 3 days ago

 fyinnBD commented 3 days ago Collaborator Author  ...

Moving on to implementing this actually in game, but the framework is there

- Fixing Select Level Map #14

Fixing Select Level Map #14



Peony27 opened this issue 2 days ago · 0 comments



Peony27 commented 2 days ago

Owner 😊 ...

No description provided.



Peony27 self-assigned this 2 days ago



Peony27 pushed a commit that referenced this issue 2 days ago



#14 Added locked level system so that player cannot select level 2 wit...

90b2757



Peony27 closed this 2 days ago



Peony27 pushed a commit that referenced this issue yesterday



#14 Added a bigger map when space is pressed

865696c

- Put the select map at the top left of the game #16

Put the select map at the top left of the game #16



Peony27 opened this issue 2 days ago · 0 comments



Peony27 commented 2 days ago

Owner 😊 ...

No description provided.



Peony27 pushed a commit that referenced this issue yesterday



#16 Added a mini map at the top left of level 1. More actions to do

41d8eae



Peony27 pushed a commit that referenced this issue yesterday



#16 Added mini map in level 2. More action required

5a3e2d7



fynnBD closed this 20 hours ago



Peony27 reopened this 9 hours ago



Peony27 pushed a commit that referenced this issue 7 hours ago



#16 added top left map in level one when m key is pressed


563930f



Peony27 closed this 6 hours ago


- Finish final level #24

finish final level #24

 Closed fyynnBD opened this issue 18 hours ago · 0 comments



fyynnBD commented 18 hours ago

Collaborator  ...

No description provided.



sonedee added a commit that referenced this issue 5 hours ago



#24 Opening video created

e9b530a



sonedee added a commit that referenced this issue 5 hours ago



Merge pull request #36 from Peony27/Deepika2 ...

Verified

fa78290



Peony27 pushed a commit that referenced this issue 4 hours ago



#24 made some changes

f95c90b



Peony27 closed this 4 hours ago

- Transition to next Level #32

Transition to next Level #32

 Closed Peony27 opened this issue 6 hours ago · 0 comments



Peony27 commented 6 hours ago

Owner  ...

No description provided.



Peony27 pushed a commit that referenced this issue 5 hours ago



#32 goes to level 2 once level 1 is completed. pause menu fixed

0a79a10



Peony27 added a commit that referenced this issue 5 hours ago



Merge pull request #35 from Peony27/Pragya ...

Verified

049fe9f



Peony27 closed this 5 hours ago

This is the github repository link - <https://github.com/Peony27/Sacrifice>

Instruction for the game play

For this game our team designed to use the keystroke and mouse click play the game

Arrow keys - To walk the main character in the 2d plane.

P - Pause the the game

M - for zoom the map on the left corner

Tab & Space : For the inventory

Mouse click on the UI widget

We have submitted a video which describes how to play and the functionality game which can be found in the readme file in the repository.