Comp313 Group 18 Process Documentation

Game: Sacrifice

Pragya Pradhan Shirani Deepika Kumarasinghe Fynn Bodley-Davies

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 markers 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 alot of our time trying to learn all the small techniquest to implement a pure 2D game in unreal. During our learning process, we found that the 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.

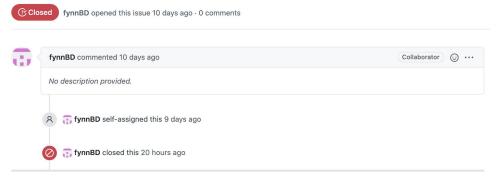
Following the game documentation from the designers, the game begins with the starting animation followed by select levels map and the first level. Due to time constraint, the designers

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

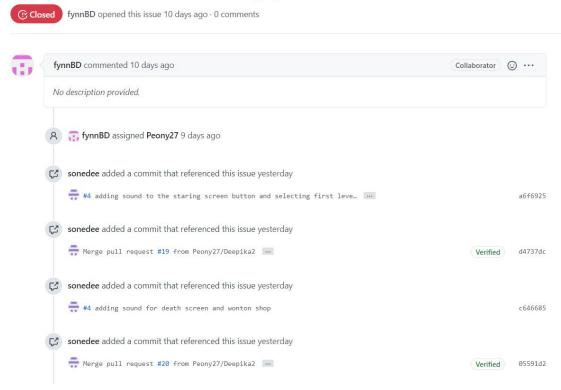
Layer second level assets #3 -

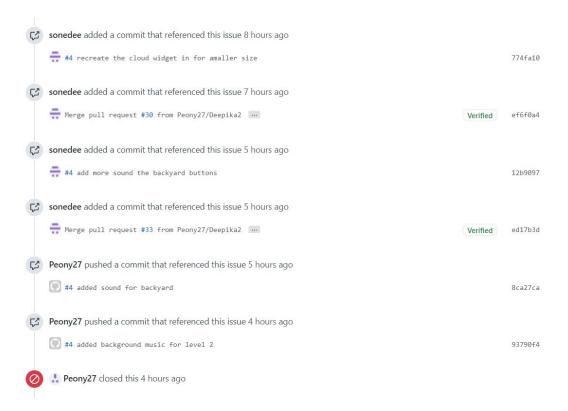
Layer second level assets #3



Implement music over existing game #4

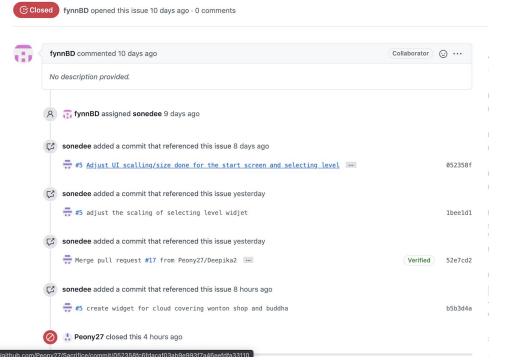
Implement music over existing game #4





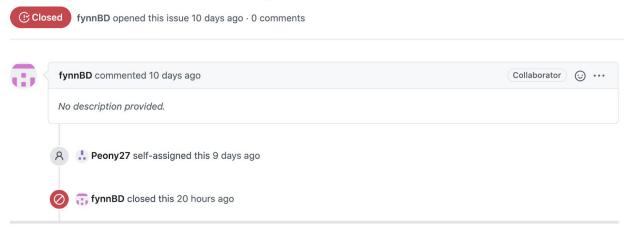
- Adjust UI scaling/sizes #5

Adjust UI scaling/sizes #5



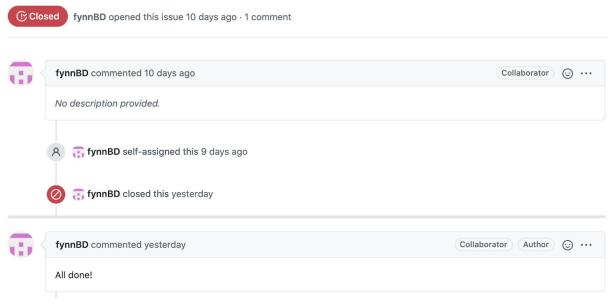
- Fix paper2d render order bug #7

Fix paper2d render order bug #7



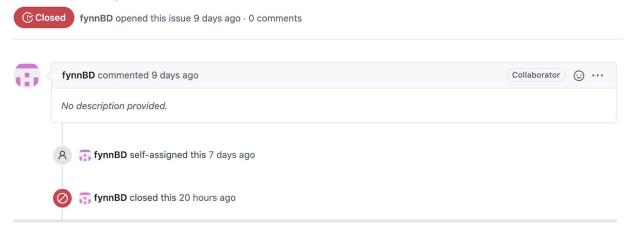
- Create NPC dialog screens #8

Create NPC dialog screens #8



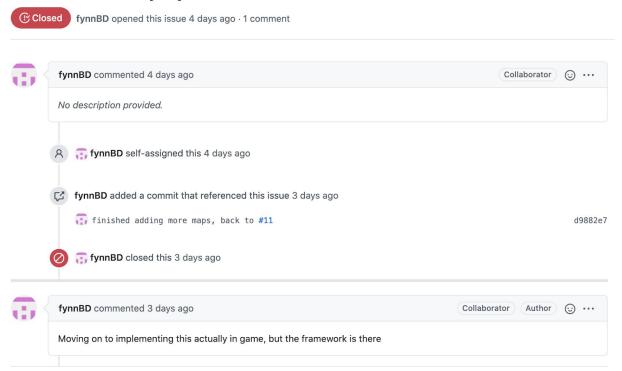
- add starting video #10

add starting video #10



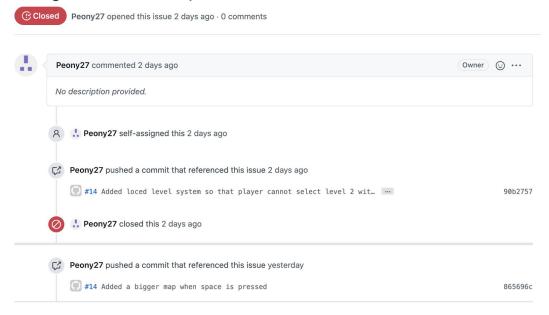
- Create Inventory System #11

Create Inventory System #11



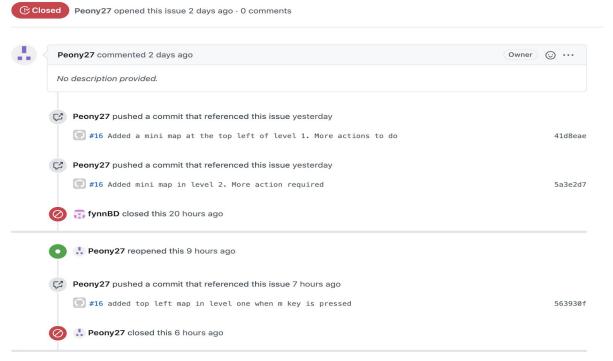
Fixing Select Level Map #14

Fixing Select Level Map #14



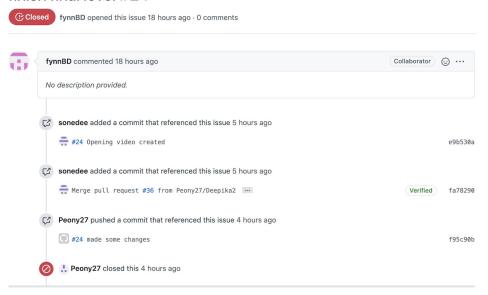
Put the select map at the top left of the game #16

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



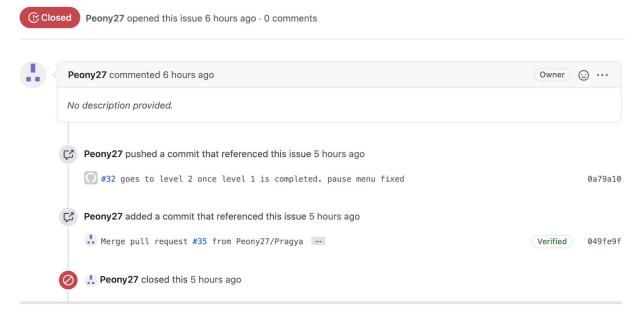
Finish final level #24

finish final level #24



Transition to next Level #32

Transition to next Level #32



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.