

## Mid-Project Demonstration Plan

### Intro

- Name, mine and projects
  - o Peter Hodgkinson, dead man's volley.
- What is it I'm making?
  - o A game focused on a commonly used combat mechanic called dead man's volley or the tennis boss.
- What is dead man's volley?
  - o It is when the player and an enemy (usually a boss) reflect a projectile between themselves, like tennis with the goal of hitting the other with the projectile to do damage.

### Engine

- Why use Unity?
  - o I thought about using unreal cos I have more experience using it, but it would be difficult to mark. Unity is relatively easy to use and can assign one script to multiple objects.
- What challenges has it presented?
  - o I had no prior experience of using Unity or programming in C# when starting this project.
  - o How to separate the triggers on the player so they do different things?
  - o Frame rate could drop if too many objects are spawned at once.
- How have you overcome them?
  - o I have been referring to some of the tutorials that Unity provides as a idea of what I need to do, and expand upon them to develop the more unique game elements.
  - o Have empty's that are children of the player model with their own trigger colliders.
  - o The testing environment is surrounded in wall setup to despawn any ball that makes contact. A ball manager has also been set up to limit the maximum number of balls spawned at any one time. It is currently set to 25.

### Visual Design

- Why 3d models?
  - o Easier and quicker to animate than 2D sprites and allows use of materials.
- Why simple shapes?
  - o Quicker to produce and inspired by the game 'Thomas was alone'

- Why bright colours?
  - o With a dark coloured background, all the bright objects stand out and are easier to identify.

## TheGame

- Why did I choose this topic?
  - o I enjoy designing games and exploring and expanding upon ideas and concepts.
- What have I made so far?
  - o I have gotten the player character to an optimal point of completion and gotten most of the interactions that the ball will have with the environment working.
- What do I plan to do in the future?
  - o I plan to develop at least three types of enemies that the player can combat. I originally planned to make this a story-based game with multiple levels, however I may change it to a score based bullet hell survival game if time constraints start to become an issue.