Team Panda Unicorn Domination

Team Analysis Report

Katherine Axten was appointed leader of the team and has been managing most of the game creation in the way of setting tasks for each other team member alongside with the co-ordination of the github repo page built specifically for the team. Katherine has also designed and built a level as part of her contribution to the game we are creating. She also included extra work onto a start menu screen which has various buttons allowing users to exit the game, go to the rules page and start the game.

Obviously within the rules page, she has implemented a few rules for the game and after testing the screen works perfectly with smooth transitions. Katherine along with the help of Scott had programmed the enemies for her level as well as the basic code for movement for her character. During the final stages of the games alpha build, Katherine assisted with the implementation of everyone’s level into the final product we currently have as well as assisting Jamie with the construction of his level and coding of his character due to it being like hers.

Katherine assisted in the production of the PowerPoint that would be shown to an audience giving a brief description of the game and its current state, the team and who did what along with future implementations to the game if the team was to continue after the deadline.

Jamie Chadd was tasked with being the artist behind his own character along with Mariya’s and Katherine’s character. He was also capable of designing his own level but with Katherines help constructing it in stencyl. Although not completed by the deadline, Jamie was currently working on animations for all 3 characters for movement, actions and combat which would most likely be implemented later.

Jamie is the main creator for the PowerPoint for displaying off the brief game concept alongside with multiple of parts of information about the game and its future. The current plans discussed by Jamie is that he will create a few more variants of enemies as well as completing the character animations and details.

Scott Carpenter was a jack of all trades when it came to his level as he not only designed and built it himself but he also programmed both his character and enemies. His level is a different concept to the others but provides a twist and change within the game as many new people playing the game will not understand what to do at first but should easily get the hang of it.

After all his assets and level were finished, he then helped the rest of the team with programming within stencyl on characters, levels, traps/spikes and enemies. The only difference was behaviour wise as his level was vastly different to everyone else’s.

Mariya Hristozova was our main lead when it came to researching for tiles sets and objects that would be usable within our game. She was looking for objects/tile sets and backgrounds that we could either use for free or obtain through a simple email asking for permission to use an image. Apart from just finding tile sets, Mariya was able to design and build her own level which would become the first level of our game.

Mariya also designed a logo for the team but during the design phase, she planned to not only represent the game through the logo but the team as well. She did this by using a candy cane with a bow tie to symbolise the game and through the logo’s design, each team member’s first letter in their forename became part of the logo.

Help Required

Mike Ready who is our tutor for this project was helpful when it came to learning stencyl and how to use it by providing a variety of examples and tutorials on how to use the program although we did still have to ask for help as sometimes the tutorial wasn’t clear enough on how to accomplish something or we required help with a method that we had no idea about.