Slide 1: We are the Team That Shall Not Be Named

Slide 2: Our team members consist of Tyler Guillaume, Rincy Mary Varghese, Cheryl Heinrchs, and myself Nathan Scherr. I would like to go through who each member is and their part on the team.

Slide 3: Here we have Tyler, his main role in the project is Lead Graphic Designer. In addition to that he was also the QA Lead, an Assistant Programmer, and Assistant Documenter. Contrary to the popular stereotype of graphic designers Tyler is not fond of Apple products. However, he does fit into the IT stereotype of rarely being seen without his coffee mug. Now lets learn about Rincy.

Slide 4: Rincy is our Lead Programmer. She is also the Lead Technical Advisor and Assistant Documenter. She loves traveling and learning new things. She is from India and enjoys being in Canada as she gets to experience lots of different new things. Next lets hear about Cheryl.

Slide 5: Cheryl is the Business Analyst for our team. In addition to this she was also an Assistant Graphic Designer and Assistant Programmer. Cheryl loves running, playing volleyball with her classmates, listening to music and baking. Lastly we have Nathan.

Slide 6: Nathan is the Project Manager for our team. He assisted in other areas as the Documentation Specialist, Assistant Programmer, and Assistant Graphic Designer. Nathan enjoys playing sports like volleyball and curling. Lots of team activities, getting people out for trivia nights or even having a table top gaming day.

Slide 7: Thank you Cheryl. Now without further delay, I would like to introduce to you, the ultimate experience in entertainment today, our main attraction and a real piece of each of us up here: Pizza Warz!

Slide 8: It is the dawn of a new age in the civilized world. The convenience of having pizza so easy to deliver has created a lucrative business opportunity for many companies.

Now there is a new pizza delivery company making moves, and they are taking no prisoners.

Slide 9: Your job as a delivery driver is to make sure you deliver pizza to all your customers as quickly as you can to make the most money.

Beware though and make sure you can make it out before you total off your car

Slide 10: What Am I? We created Pizza Warz as a time based game giving the player 5 minutes of play time. (We have cut the time for Demo purposes.) In that time frame the player is to race around the map and complete their objectives. The objective we have made in our game is to deliver pizzas to houses and other locations in the map. For each pizza delivered if you can deliver it in time you will earn tips. The quicker the delivery is made the more money you earn.

Slide 11: Where Do Games Come From? We held a brain storming session where the team was asked what they wanted to do as a game. Some of the ideas that came out from that were: Bullet Hell, Obstacle Course, and a Treasure Hunt. With those in mind we had an idea for a game that would include all of those functions.

It would have bullets flying from rival pizza drivers and you could fire back (this was moved to our wish list and didn’t make it to the game). There would be an obstacle course as the city would be randomly generated for each game to make navigating through the city more difficult. There was also a little bit of a treasure hunt as you drove through the city to locate where to make each delivery.

Slide 12: I Think My Voice Just Changed! When we first came up with the idea we wanted to have the map move around the player. We hoped this would give a more natural look to you driving. We were not able to get it turn properly so we changed that to the player moving around the and changing it’s angles.

We added in a timer setting a limit for the playing time. We included a high score system.

Next we thought of having some sprites such a “Game Start”, “Game Over”, “Successful Delivery”, and “Failed Delivery”. Instead we created our own font and used that for all text in our game. This would include the credits, timer, and High Scores.

Lastly we implemented a Radio that can play through a wide variety of songs in the game.

Slide 13: Look I Can Drive! Parental Warning, as some of the songs are uncensored

* Pressing Space bar will take you through a tutorial screen.
* Backspace will go through Credits
* Ctrl will let you view the opening again.
* Now lets Play. Press enter.
* Most of the assets in the game have been hand drawn. In addition we also created our own custom font.
* In the top left corner you can see an arrow telling you which direction to go.
* Here is a flashing pizza indicating where to stop for the delivery. You’ll either get a successful delivery with a tip or be unsuccessful and no tip. The faster the delivery is made the more money that is earned.
* Now you can see the arrow in the corner has changed to blue. This indicates you need to head back to the pizzeria for additional deliveries.
* The pizza boxes here indicate where to stop for more deliveries.
* The timer first showed 3 minutes for the game once the time is out its game over.
* Throughout the map you’ll see obstacles of other drivers getting in your way.
* When the map is created it is done randomly so it will be different each time.
* In the bottom right corner we have a mini map, the mini map shows delivery points, and other cars on the road. This will help you plan movements and get around easier.
* In the other corner we have the total dollars that have been earned and your health. The game could end before the timer runs out if your health reaches 0.
* At the beginning of the game and when picking up more deliveries, the game will generate delivery points anywhere between 1 and 4 that will need to made.
* While driving through the city you are not just restricted to left, right, forward and backward but you can change lanes while moving.
* Turning at high speeds will reduce your speed and cause you to screech around corners.
* Pressing F1 during the game will pause it and take you back to the tutorial. Pressing again and you’re back to playing.
* During game play you can switch the songs that are playing between 5 music categories: Classical, Rock, Electronic, Eminem, Metal, or you can just turn it off. In each station there are 3 different songs for a wide variety of music.
* Here Tyler will now finish racing through the city making deliveries to display an Easter Egg. During his first play he only earned $ and we heard the normal credits music. If earning over $200 you will hear special music credits.

Bugs: Vehicles turn too soon, player vehicle gets stuck sometimes during collisions, spawns on top of other vehicles, player is not restricted when entering high score

Slide 14: Why Am I So Special? For Pizza Warz we decided to create our own sprites by drawing most of what we used. In addition we also held a drawing contest for all BIS students. The winner and other 4 top vehicles were added into the game.

The Mini Map in the bottom corner to help guide drivers around the map and to delivery points. Each time you play the game a new City Map is generated. This makes it new, different, and challenging every time. Along with the map being random we also spawned other cars around the map at random points as well.

These cars would then move independently of each other and move around the map. Adding in the radio function for a wide variety of music.

We also created a Game Flow map to help illustrate the different components needed for the game and how they would work with each other. We then created a Music Flow map so that we know what would be playing when and make sure there was always some type of music available.

Slide 15: (Display Maps) Here is how those look.

Slide 16: I Had Some Temper Tantrums! At home time was hard to come by. Some of us had part time jobs, no hardware, or bad internet. New to GameMaker and having to learn what it can and cannot do. Github was difficult to work with trying to sync and getting commit errors. Coming up with the logic for making the cars move around the map randomly properly. Trying to keep the persistence of the room when going back and forth from the tutorial/pause menu. Getting the fonts sized properly to work in the game.

Slide 17: How I Became Successful! Using the Sharepoint site, and GitHub once we got the hang of it. Using the hand drawn sprites was really inspired. Having the map generate differently every time increases the playability. Including High Scores gives you something to achieve and beat. We used What’s App to keep everyone in contact and be notified of absences. Everyone was really invested in the success of this project.

The attitude of all team members was positive and encouraging. We were all very determined to produce the best game we could.

Slide 18: Speak Up Sunny! Questions