**Underground Escape – Report**

**Introduction**

At the beginning of this project, the group had a team of 5 and thoroughly discussed which of the 5 design documents should be chosen to be implemented into a game prototype. The group then chose at the time that Ruya’s game would be the best option to carry out.

Other options considered was Akash’s game called “What Little Remains” which was a turn-based strategy game similar and inspired by Fire Emblem and Marks game called “The Charlatan” which was a 2D Adventure game. The group decided not to go for those design documents due to the complication of the games and given the time frame when the project was first being created the group needed a simpler and more easy game to implement but still had the fun and challenge that was sought for.

Which is why the game chosen was “Underground Escape” by Ruya, it is a 2D Platform game with vertical parallax scrolling, with varying difficulty each time the game is played with random placed platforms, enemies, and hazards throughout the screen. This game also had multiple worlds so we could showcase at least 2 of them for the prototype.

**Project Management**

At the beginning of the project the group were 5 team members, but due to unforeseen circumstances the group became 3 team members of Ruya, Akash and Mark, and had to rearrange roles and planning in July 2020. In our first meeting as a group of 3 on the 6th July 2020 the group had decided to go with the Scrum Methodology, this meant the game could be built in small parts and tested along the way during development and also give each person specific roles to do within the game in order to maximise efficiency and time in creating this prototype. As Ruya was the one who created the design document being used for the prototype project she was appointed as the Product Owner and the SCRUM Master and Akash and Mark were appointed as The Team. Each main features of the game were done by the product owner and additional parts were added in from the team to further development. The group would have meetings frequently and contacted each other timely using Discord to communicate and work on the project and this allowed for easy management of what needed to be done and by who, and to communicate when issues arose or when certain things had been completed. The group also used GitHub Desktop to easily access the project folder and make changes easily from one person to another virtually, seeing who made what changes and in cases where problems arose we could revert changes and go back to previous versions of the project.

**Implementation**