**Underground Escape – Report**

**Introduction**

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

Other options we had 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. We 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 we needed a simpler and more easy game to implement but still had the fun and challenge that is 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 we were 5 team members, but due to unforeseen circumstances we became 3 team members and had to rearrange roles and planning in July 2020. In our first meeting as a group of 3 on the 6th July 2020 we had decided to go with the Scrum Methodology, this meant we could build the game in small parts and test as we went along and also give each person specific roles to do within the game in order to maximise efficiency and time in creating this prototype.