"Operation Atlanta"
Video Game Design
Harrington, Delaware
2019



2006-1

# L★E★A★P
Leadership. Education. Achievement. Personal Growth.

## LEAP Report – Competition Engagement (HS)
## Competitive Event Leadership Experiences

Competitive Event

Participant/Team ID#

| The Student Leadership Challenge* | | Leadership Experiences |
| --- | --- | --- |
| **Practices** | **Behaviors** | |
| **Model the Way** | Follow through on promises and commitments | |
| | Set a personal example through actions | |
| | Align others with principles and standards | |
| | Seek feedback about impact of actions | |
| | Make sure teammates support common values | |
| | Talk about values and principles | |
| **Inspire a Shared Vision** | Look ahead and communicate future ideas | |
| | Describe ideal capabilities | |
| | Talk about how future could be improved | |
| | Be upbeat and positive | |
| | Communicate purpose and meaning | |
| | Show others how their interests can be realized | |
| **Challenge the Process** | Challenge current skills and abilities | |
| | Break projects into smaller do-able portions | |
| | Search for innovative ways to improve | |
| | Ask "What can we learn?" | |
| | Take initiative in experimenting | |
| | Help others try out new ideas | |
| **Enable Others to Act** | Foster cooperative relationships with others | |
| | Actively listen to diverse viewpoints | |
| | Treat others with respect | |
| | Support the decisions other people make | |
| | Give people freedom and choice | |
| | Provide leadership opportunities for others | |
| **Encourage the Heart** | Praise people | |
| | Encourage others | |
| | Express appreciation for people's contributions | |
| | Publicly recognize alignment with values | |
| | Celebrate accomplishments | |
| | Creatively recognize people's contributions | |

# L★E★A★P
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## LEAP Report – Competition Engagement (HS)
## General Leadership Experiences

Competitive Event

Participant/Team ID#

| Leadership Categories | Leadership Experiences | The Student Leadership Challenge* Practices and Behaviors | |
|---|---|---|---|
| Leadership Roles | | Model the Way | Follow through on promises and commitments |
| | | | Set a personal example through actions |
| | | | Align others with principles and standards |
| | | | Seek feedback about impact of actions |
| | | | Make sure teammates support common values |
| | | | Talk about values and principles |
| Community Service/ Volunteer Experiences | | Inspire a Shared Vision | Look ahead and communicate future ideas |
| | | | Describe ideal capabilities |
| | | | Talk about how future could be improved |
| | | | Be upbeat and positive |
| | | | Communicate purpose and meaning |
| | | | Show others how their interests can be realized |
| Leadership Development | | Challenge the Process | Challenge current skills and abilities |
| | | | Break projects into smaller do-able portions |
| | | | Search for innovative ways to improve |
| | | | Ask "What can we learn?" |
| | | | Take initiative in experimenting |
| | | | Help others try out new ideas |
| | | Enable Others to Act | Foster cooperative relationships with others |
| | | | Actively listen to diverse viewpoints |
| | | | Treat others with respect |
| | | | Support the decisions other people make |
| | | | Give people freedom and choice |
| | | | Provide leadership opportunities for others |
| College Career Planning | | Encourage the Heart | Praise people |
| | | | Encourage others |
| | | | Express appreciation for people's contributions |
| | | | Publicly recognize alignment with values |
| | | | Celebrate accomplishments |
| | | | Creatively recognize people's contributions |

# STUDENT COPYRIGHT CHECKLIST

*(for students to complete and advisors to verify)*

1) **Does your solution to the competitive event integrate any music?** ☑ YES ◯ NO

   If NO, go to question 2.

   If YES, is the music copyrighted?  ☐ YES ☑ NO

   If YES, move to question 1A. If NO, move to question 1B.

   1A) Have you asked for author permission to use the music in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission (OR use royalty free/your own original music) and if permission is granted, include the permission in your documentation.

   1B) Is the music royalty free, or did you create the music yourself? If YES, cite the royalty free music OR your original music properly in your documentation.

**CHAPTER ADVISOR: Sign below if your student has integrated any music into his/her competitive event solution.**

I, _____*Kre A. Sminey*_____ (chapter advisor), have checked my student's solution and confirm that the use of music is done so with proper permission and is cited correctly in the student's documentation.

2) **Does your solution to the competitive event integrate any graphics?** ☑ YES ◯ NO

   If NO, go to question 3.

   If YES, is the graphic copyrighted, registered and/or trademarked?  ☑ YES ◯ NO

   If YES, move to question 2A. If NO, move to question 2B.

   2A) Have you asked for author permission to use the graphic in your solution and included that permission (letter/form) in your documentation? If YES, move to question 3. If NO, ask for permission (OR use royalty free/your own original graphic) and if permission is granted, include the permission in your documentation.

   2B) Is the graphic royalty free, or did you create your own graphic? If YES, cite the royalty free graphic OR your own original graphic properly in your documentation.

**CHAPTER ADVISOR: Sign below if your student has integrated any graphics into his/her competitive event solution.**

I, _____*Kene A. Smny*_____ (chapter advisor), have checked my student's solution and confirm that the use of graphics is done so with proper permission and is cited correctly in the student's documentation.

3) **Does your solution to the competitive event use another's thoughts or research?** ☐ YES ☑ NO

   If NO, this is the end of the checklist.

   If YES, have you properly cited other's thoughts or research in your documentation? If YES, this is the end of the checklist.

   If NO, properly cite the thoughts/research of others in your documentation.

**CHAPTER ADVISOR: Sign below if your student has integrated any thoughts/research of others into his/her competitive event solution.**

I, _____*Kene A. Smny*_____ (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation.

①
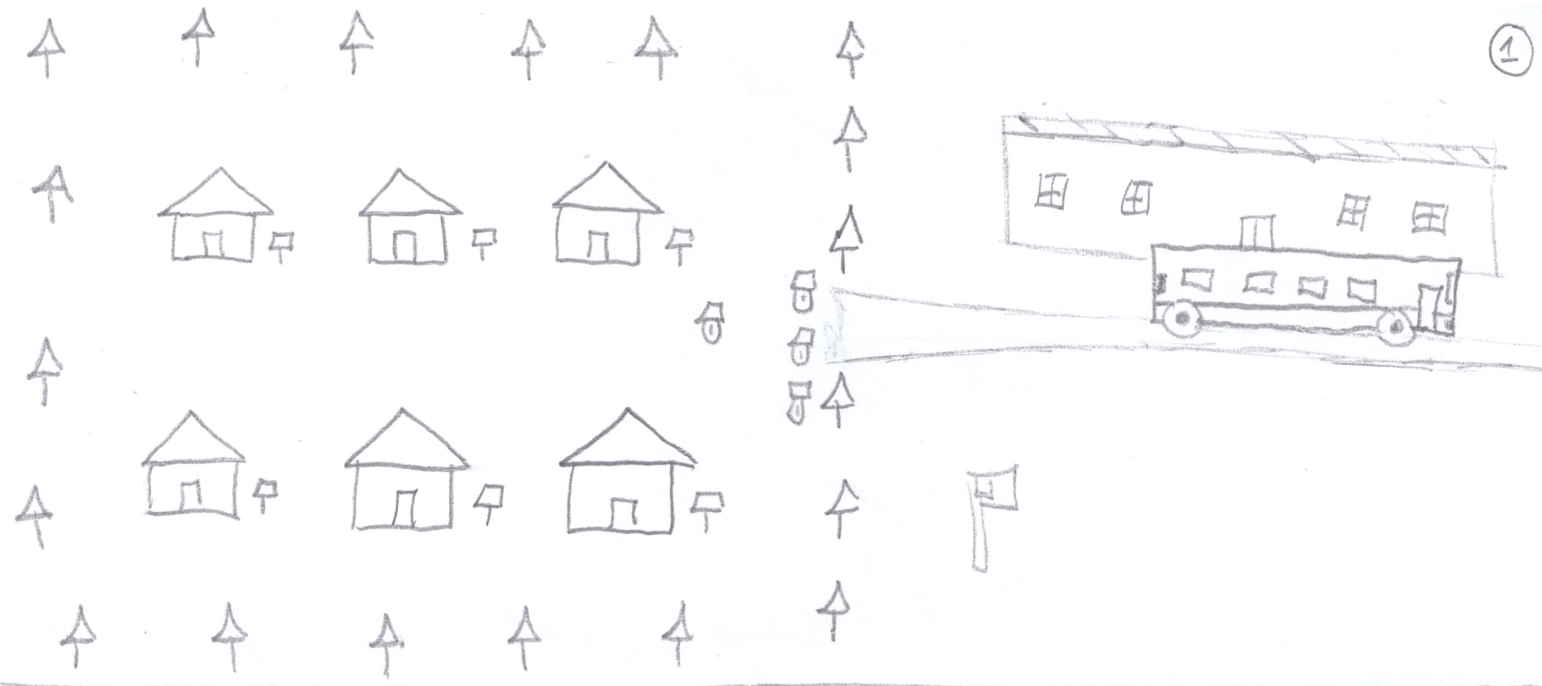


②
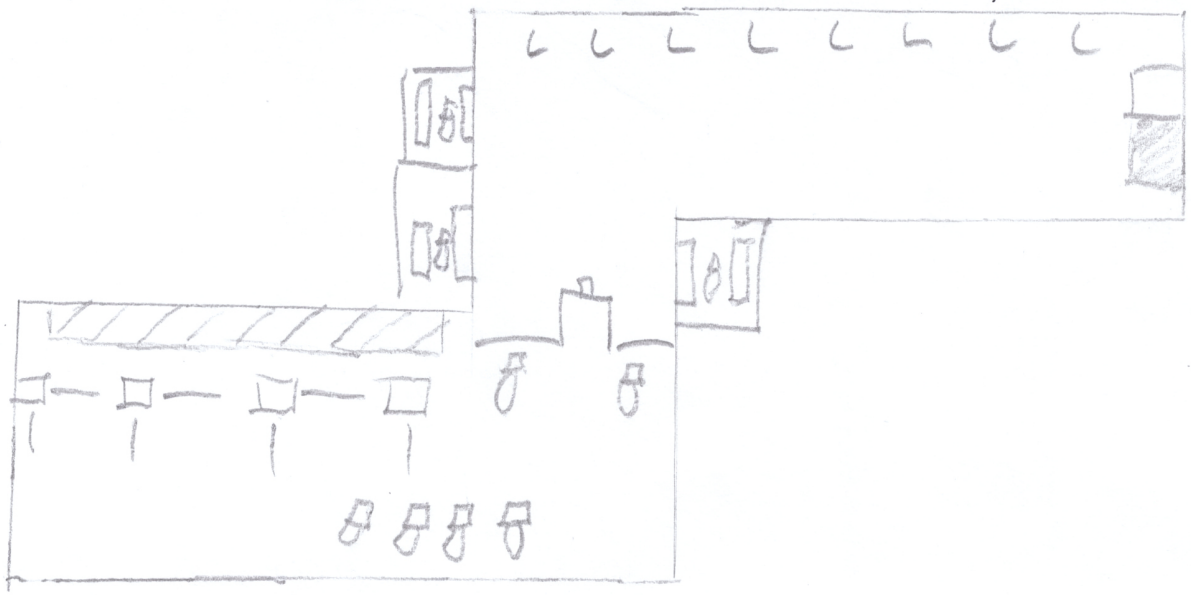


③

# Game Description

"Operation Atlanta" is an 8-bit style role-playing game about the 2018 TSA National Conference in Atlanta, Georgia. The player begins at their house, goes to the airport with their friends, and travels to Atlanta to compete. This game is targeted for participants in TSA, in effort to simulate the experience of attending the TSA National Conference and to encourage them to work hard so that they can compete at the national level.

This game can be finished in about 5 minutes.

Controls
A mouse is not required for gameplay, only a keyboard is necessary.

**Up Arrow**: Move up / select item
**Down Arrow**: Move down / select item
**Left Arrow**: Move left
**Right Arrow**: Move right
**X**: Confirm selection, interact with players and objects, progress the dialogue
**Z**: Cancel, go back, hold to dash while the player is moving
**Left Shift**: Open the game menu

If you are ever unsure what to do in the game, try pressing the keys listed above. These are the only keys used in the game.

Bootup
Operation Atlanta is only supported for Windows, so the game must be downloaded onto a computer running the Windows operating system. Both 32-bit and 64-bit systems work. When the zipped archive containing the game has finished downloading, extract all contents into one directory. Double click "**OA.exe**" to run the game. A window titled "Operation Atlanta Configuration" will open.

Configuration
Under the "Graphics" tab, you may change the screen resolution to whatever you like. All resolutions have an aspect ratio of 4:3. You may also choose to adjust Graphics Quality, or whether the game should run windowed or full-screen. After the configurations have been set, click the "Play!" button to begin the game.

Initial Startup
An orange "Made With Unity" splash screen will appear. Once the splash screen disappears, the application may hang for a couple seconds. If this happens, please wait until the application loads. If the application stops responding, or if the hang time exceeds twenty seconds, exit the application and try again. Afterwards, a loading scene with the "YF Studios" logo will appear. When the game loads, you will be brought to the main menu of the game.

Menu
Press X to continue. You will be given three options, "Start Game", "Credits", and "Exit". Use the up and down arrow keys to select between these items, and press X to confirm.

1. Start Game: Begins the game.
2. Credits: Gives credit where credit is due.
3. Exit: Exits the application.

Starting the Game
Select "Start Game" and press X to begin the game. You will be taken to a character select scene. Use the up and down arrow keys to select which player to use. Press X to confirm. (The character select scene was made so that we could import custom characters, but for judging purposes, we only provided the two default characters "Fred" and "Jen.)

Playing the Game
Use arrow keys to move around, and press X to interact with characters, objects, and progress the dialogue between characters. While the dialogue text is being shown, you can press X one more time to skip the typewriter animation and display the entire text. Throughout the game, characters will provide instructions on what to do, and you are free to interact with them at any time. You must walk up to a character or object and face them in order to interact with them.

Secrets
We have included secrets and easter eggs in the game .
- Interact with the piano at the player's house to play a piano version of the background music.
- The pudding at the player's house can be obtained after the player picks up the backpack and the inventory becomes available.
- When playing as Fred, you begin in the house on the left. When playing as Jen, you begin in the house on the right.

Tips
When you run, the hunger and thirst bars drain faster. However, they drain slowly, so you don't have to worry about them until they are close to 0. If either bar reaches 0, you will pass out and the game takes you to the menu scene. Fortunately, there are food stands available in both the airport and Atlanta city, and you are given generous amounts of money to buy food.

Walkthrough (this walkthrough assumes that Fred is the chosen player)
- Scene 1: Melon Town
  - Pick up the backpack blocking the exit.
  - Exit the house and move right until Jen starts talking to you.
  - Walk through the forest, and continue walking until you see a bus.
  - Talk to either Jen, Ross, or Lia.
- Scene 2: Mango Town Airport
  - Go up to the desk and talk to the check-in lady.
  - Walk pass the security guards to the right.
  - Walk through the security sensor, the light will turn green.
  - Follow the gray tile floor and turn right.
  - Continue moving right and walk into the tunnel.
- Scene 3: Atlanta city
  - Move right until you see a road going up.
  - Follow the road going up until you see a red brick building to the right.
  - Turn right on that road and move right until you see a gray building.
  - Enter the gray building.

# Plan of Work Log

November 17, 2018        2:00 PM - 6:00 PM, 7:00 PM - 9:00 PM
Kerrance, Nate
Discussed game concept and layout, began drawing sprites.

November 18, 2018        9:45 PM - 10:30 PM
Kerrance
Created sprites for new characters

November 19, 2018        10:30 AM - 11:10 AM, 2:00 PM - 2: 30 PM
Kerrance
Continued drawing sprites and writing game script

November 20, 2018        10:30 AM - 11:00 AM
Kerrance
Continued drawing sprites

December 14, 2018        10:40 AM - 11:10 AM
Kerrance
Finished character sprites, worked on game script

December 17, 2018        3:30 PM - 6:00 PM, 9:00 PM - 10:30 PM
Kerrance, Nate
Changed game idea, created a new project and began programming player movement.

December 18. 2018        10:30 AM - 11:05 AM
Kerrance
Began new game script, drew sprites for a new character.

December 18, 2018        1:20 PM - 1:30 PM
Nate
Began writing game plot.

December 18, 2018        4:30 PM - 6:00 PM, 7:00 PM - 8:00 PM, 9:00 PM - 10:00 PM, 11:00 PM - 11:45 PM
Kerrance
Created sprite sheets out of existing character sprites, worked on programming player movement.

December 19, 2018        3:30 PM - 5:30 PM, 6:30 PM - 7:30 PM, 8:00 PM - 10:30 PM, 11:30 PM - 12:00 AM
Kerrance
Finally finished programming player movement and animations for Fred.

December 20, 2018     2:40 PM - 4:00 PM
Kerrance, Nate
Drew more sprites, worked on animations.

December 23, 2018     4:00 PM - 7:00 PM, 8:00 PM - 9:00 PM, 10:30 PM - 12:00 AM
Kerrance
Added Jen to the game, created a tilemap, added the ability to choose characters and interact with other characters. Made sure that the player could not walk off the map.

December 24, 2018
10:30 AM - 12:30 PM, 1:00 PM - 1:45 PM, 4:00 PM - 6:30 PM, 7:00 PM - 9:00 PM, 9:30 PM - 10:30 PM, 11:00 PM - 11:45 PM
Kerrance
Added Ross and Lia to the game, added a loading screen, added interaction dialogue, added game menu.

December 25, 2018
10:30 AM - 12:30 PM, 1:00 PM - 2:00 PM, 3:30 PM - 5:45 PM, 11:00 PM - 12:00 AM, 12:30 AM - 1:00 AM
Kerrance
Changed the animation system so that animations are automatically added to imported character sprites. Drew sprites for a potential downloadable content package.

December 26, 2018     2:00 PM - 6:30 PM
Kerrance
Added music and dialogue sound.

December 27, 2018     1:00 PM - 3:00 PM, 5:00 - 6:30 PM, 7:00 PM - 9:00 PM
Kerrance
Added trees, houses, signs, and improved dialogue system.

December 28, 2018     1:00 PM - 5:00 PM, 11:00 PM - 12:00 AM
Kerrance
Worked on menu scene

December 29, 2018     2:00 PM - 5:30 PM, 7:00 PM - 8:00 PM, 9:30 PM - 10:00 PM
Kerrance
Continued working on menu scene, added school to the map.

December 30, 2018     1:00 PM - 4:00 PM, 5:30 PM - 6:30 PM, 10:00 PM - 11:00 PM
Kerrance
Added the ability to run, fixed a few bugs regarding player movement.

December 31, 2018     3:00 PM - 6:00 PM
Kerrance
Made improvements to menu scene, drew game icon.

January 1, 2019          9:30 PM - 10:30 PM
Kerrance
Added game icon.

January 2, 2019          10:30 AM - 11:10 AM, 4:00 PM - 5:30 PM
Kerrance
Drew sprites. Fixed a bug on the menu scene, made a few modifications, added sound to the in-game menu.

January 3, 2019          10:30 AM - 11:10 AM
Kerrance
Drew sprites.

January 4, 2019          10:30 AM - 11:10 AM
Kerrance
Drew sprites.

January 5, 2019          7:00 PM - 8:00 PM, 10:00 PM - 11:00 PM, 11:30 PM - 12:30 AM
Kerrance
Improved character selection scene, added support for external DLC packages.

January 6, 2019          3:00 PM - 5:30 PM, 7:30 PM - 9:00 PM
Kerrance, Rajesh
Improved DLC system, added audio to menu, added loading scenes between transitions, modified game menu.

January 7, 2019          10:30 AM - 11:10 AM
Kerrance
Drew sprites.

January 9, 2019          2:00 PM - 5:00 PM, 7:00 PM - 8:00 PM, 10:00 PM - 11:00 PM
Kerrance
Added inventory and item collection system, made improvements to the DLC system, created the player's house, made the player spawn at Jen's house instead when playing as Jen.

January 10, 2019          2:00 PM - 5:00 PM
Kerrance
Fixed character selection bug, selection menus are now disabled when the new scene begins loading.

January 26, 2019          2:00 PM - 5:00 PM, 7:00 PM - 8:00 PM, 10:00 PM - 11:00 PM
Kerrance
Began programming the first scene, modified the current scene to fit the storyline.

January 27, 2019         2:00 PM - 5:00 PM
Kerrance
Continued working on the first scene.

February 3, 2019         4:00 PM - 6:00 PM
Kerrance
Finalized animations in the first scene.

February 4, 2019         5:00 PM - 6:00 PM, 7:00 PM - 8:30 PM, 9:00 PM - 10:30 PM
Kerrance
Finished the first scene - Melon Town.

February 5, 2019         1:30 PM - 2:00 PM
Kerrance
Tested the game for bugs, found many things that need to be fixed.

February 6, 2019         5:30 PM - 6:00 PM, 9:30 PM - 10:30 PM
Kerrance
Fixed a few bugs, made some changes.

February 9, 2019         2:00 PM - 5:30 PM, 7:00 PM - 8:00 PM, 10:00 PM - 11:00 PM
Kerrance
Changed the way the player interacted with objects and other characters, made the piano interactable and added piano music. Fixed character sprite, fixed a bug that caused the inventory to double the items.

February 11, 2019         12:00 PM - 5:00 PM, 9:30 PM - 10:00 PM
Kerrance
Removed the faulty save game function, added credits scene, improved selection menu script, fixed character animations.

February 16, 2019         4:00 PM - 6:30 PM, 7:00 PM - 8:00 PM, 9:00 PM - 10:30 PM
Kerrance, Nate
Improved collision detection for the flag in Melon Town scene, added hunger and thirst bars, added dialogue to school doors. Changed the game menu so that the inventory can only be accessed after you collect the backpack. Designed and decorated airport layout.

February 20, 2019         1:00 PM - 6:00 PM, 6:45 - 8:00 PM, 9:00 PM - 10:00 PM
Kerrance
Added airport scene to the game, improved the way the player interacts with other characters and objects, created a Player ID system that remembers the player object so that it is spawned in further scenes without searching the entire character library.

February 22, 2019          12:00 AM - 12:15 AM
Kerrance
Created a list of what we need to get done before submitting.

February 27, 2019          4:00 PM - 6:30 PM, 7:00 PM - 9:00 PM, 9:30 PM - 10:30 PM
Kerrance
Worked on the storyline, continued working on airport scene.

March 1, 2019          5:00 PM - 6:00 PM, 6:30 PM - 9:00 PM, 9:45 PM - 10:30 PM
Kerrance
Finished airport scene, began drawing Atlanta city.

March 2, 2019
10:30 AM - 12:30 PM, 1:00 PM - 3:00 PM, 5:00 PM - 6:00 PM, 7:00 PM - 9:00 PM, 9:30 PM - 11:00 PM, 12:00 AM - 1:30 AM
Kerrance, Rajesh
Finished drawing Atlanta city, began working on character dialogue and storyline for the Atlanta city scene. Drew sprites.

March 3, 2019
10:30 AM - 12:30 PM, 1:00 PM - 3:00 PM, 7:00 PM - 9:00 PM, 9:30 PM - 11:00 PM, 12:00 AM - 1:00 AM
Kerrance
Finished storyline.

March 4, 2019          8:00 PM - 10:30 PM, 11:30 PM - 12:00 AM
Kerrance
Added the ending cutscene. The storyline is complete, a bit of polishing is needed.

March 7, 2019          7:00 PM - 8:00 PM, 11:00 PM - 11:30 PM
Kerrance
Fixed remaining bugs. The game is now finished.

# Copyright Permissions

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"Roguelike/RPG pack", "Roguelike Indoors", "Roguelike Modern City" spritesheets
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All other graphics and music were created by us.