

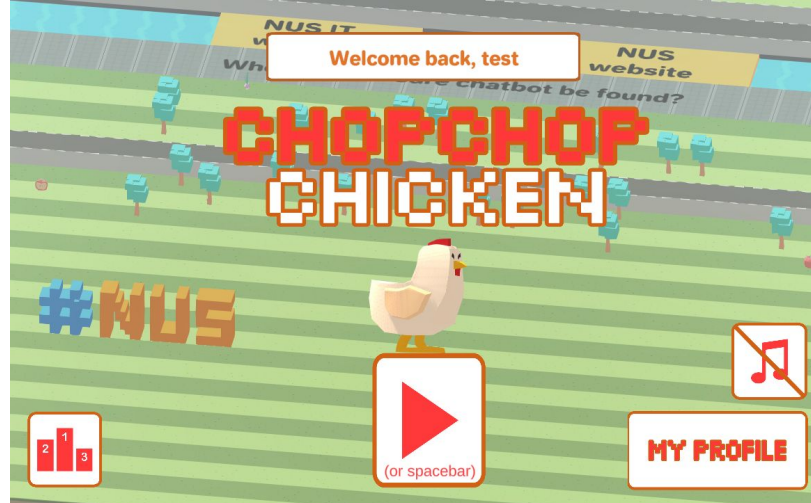
Chop Chop Chicken



NUS Information Technology Internship Project
Dec 2020 - Jan 2021
By Sim Sheng Xue
Supervisor: Amy Low

Objectives

- To teach students and staff in NUS about common IT questions and spread awareness (such as nTouch)
- Gamify the learning process so that more people will be interested



Journey

- Understand user requirements, game design based on Amy's requirements
- Gameplay and UI design
- Prototypes and game development
- User testing (UAT testing)

Challenges

- Sole developer of the game, responsible for every aspect of the game development. This includes level design, audio, game mechanics and art.
- Difficult to design an online leaderboard, as an online persistent storage is needed.
- Not enough time to port over to NUS IT website due to insufficient time.

Learning

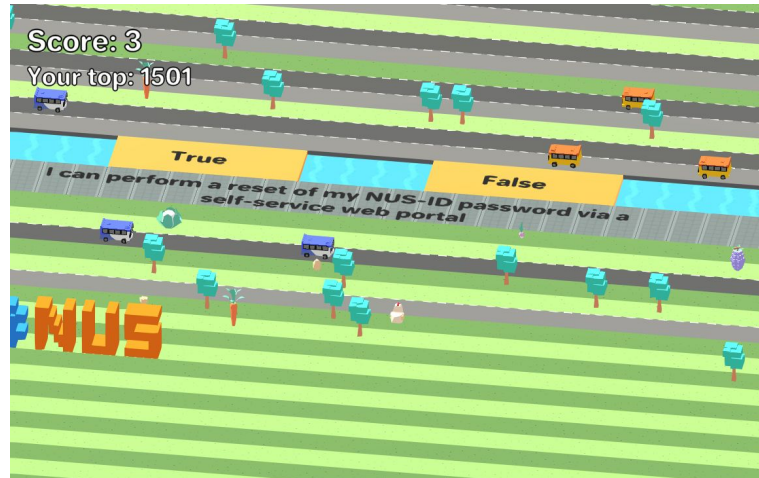
- Learnt about UI/UX design, which is necessary in attracting users to the game and getting them to continue playing.
- Making online connection from Unity to a database.

Feedback

- Insufficient time and manpower in the team. As one month is a short period of time, there is not much time for ideation of the game. Hence, this game is inspired by a popular game called Crossy Road.
- No Mac laptops to test on, which is required to ensure that the game works properly on all platforms.

Game Information

- Use arrow keys to move a chicken, while avoiding cars and crossing river using logs
- Collect fruits on the grass to get points
- Cars and logs become faster the longer you survive



Online Leaderboard

- Scores will be automatically uploaded to an online leaderboard when the player finishes each game
- Online leaderboard is displayed publicly for everyone to see
- Top players will be given a surprise



The screenshot shows a game interface with a green field, a road, and some trees. A leaderboard overlay is displayed in the center. The leaderboard has a title 'Leaderboard' and a table with three columns: ID, NAME, and SCORE. The table lists the top four players. At the bottom of the leaderboard, there is a 'Close' button. In the bottom left corner of the game interface, there is a small icon showing the top three players' scores. In the bottom right corner, there is a 'MY PROFILE' button and a music icon with a red 'X' over it.

| ID | NAME | SCORE |
|----|---------------|-------|
| #1 | Sim Sheng Xue | 1501 |
| #2 | cute qin | 1364 |
| #3 | Penguin | 1240 |
| #4 | dw w | 1227 |

Live Demo

- Play the game live at <https://simmer.io/@ShengXue/chop-chop-chicken/>
- We will be showing a live demonstration of the game now.
- Why will this game attract users?
- Why are points important?
- What is the purpose of the questions?