



Project manual

Academy of Creative Technology

Game Creation / Technology and producing

Project: 2d platformer

Version 1.0
Quartile 1.2
Publication date 16 - 11 - 2015

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1. About

This manual describes "Project 2d platformer". In this project all the criteria of the clusters "On Games", "2d animation", "2d game assets", "Game Programming", "Programming Basics", "Team up" will be combined.

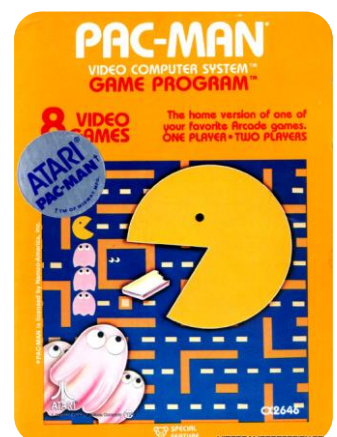
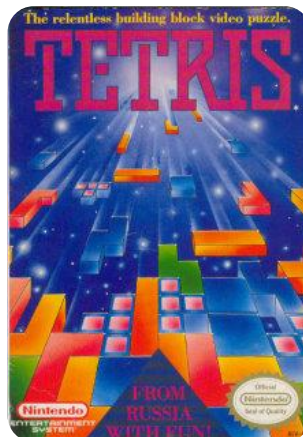
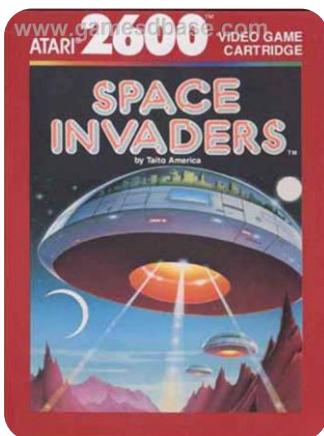
The schedule details are given on roosters.saxion.nl and the exam schedule can be found on mijnSaxion.nl. You can find the information about the lessons on leren.saxion.nl

1.1 Introduction

An arcade game is a coin-operated entertainment machine, usually installed in public businesses, such as restaurants, bars, and particularly amusement arcades.

The golden age of arcade video games lasted from the late 1970s to the mid-1990s. While arcade games were still relatively popular during the late 1990s, the entertainment medium saw a continuous decline in popularity in the Western hemisphere when home-based video game consoles made the transition from 2D graphics to 3D graphics. Despite this, arcades remain popular in many parts of Asia as late as the early 2010s.

The term "arcade game" is also, in recent times, used to refer to a video game that was designed to look like a classic arcade game (adopting an isometric view, 2D graphics, scores, lives, etc.) but instead released on platforms such as XBLA or PC.



1.2 Learning Goals

- The student demonstrates a 'vertical slice'.
- The students demonstrates the essentials of scrum
- The students can publish a game for a specific platform
- The students create a bug free game
- The students will create a visually appealing game
- The students creates a game within a range of technical restrictions

1.3 Preceding courses

The courses that precede this project are:

Game design:

- On Games

Game Art:

- 2d animation
- 2d game assets

Game Engineering

- Programming basics
- Game programming

The skills learned in these courses are essential to create a simple arcade game

2. Organisation

In this project the differences between the technical- and creative tasks will become more apparent. However, it is still of great importance to work as a team. Both parts are responsible for their individual contribution, but as a group you're responsible for the final product.

The project structure is divided as 'usual'. In the first week the concept gets developed (first 2 days) and the designs are made (last 3 days) and a working prototype and visual mock-up are presented at the sprint meeting at the end of the week. The week after you will enter production phase, polishing and finishing the game.

You are responsible for the planning of the project, including user stories, a work breakdown and sprint breakdown.

To share files within your group "Dropbox" or "google drive" can be used. Make sure that these shared folders always have an organized structure.

2.1 Platform:

The platform you are going to create a game for is the arcade machine, which is located in the game room at G.630

The arcade machine has limited controls: 2 joysticks (8 directions per joystick) 6 buttons for each joystick and an escape button (back to menu / pause game)

Make sure to plan ahead when testing your game on the arcade machine, because you're not the only group and the room might not always be available! *Note: the pc in the arcade machine is identical to the pc's in the game lab (6.30 as well), so these pc's can be used for preliminary testing purposes as well.*

2.2 Game requirements:

You are allowed to make a 2-player game. The benefit is that you don't have to create artificial intelligence although it might look more complex initially, it can be less complex and enables you to come up with more interesting game play.

The game needs a begin screen, a game over screen, and the player should be able to quit the game.

The game should be playable on the arcade machine

2.3 Theme:

The main principle of an arcade machine is to make money, based upon addictive gameplay. If the player dies, he needs to insert a coin in order to be able to play on. See if you can use this mechanic in any way that fits your game.

2.4 Target Audience:

You are free to establish your own target audience

2.5 Strikes

If teams or team members don't meet deadlines, strikes will be given. 2 strikes result in a redo. Both teachers and students can give strikes when deadlines are not made or performance is poor. If 2 strikes are given, all the material that has been created until that moment will remain property of the group and will have to remain available through a shared drive (e.g. Dropbox)

3. Project planning

Planning:

Every good game needs decent planning. The factors we would like to see in this project are:

- Daily stand ups
- Good user stories
- A Product Backlog and time estimation
- A Sprint Backlog (1 sprint for the concept, 1 for the design phase, 1 for the production and 1 for the polishing)

In 6.21 Planning poker sets are available if required.

Students are responsible to set up a planning, which can simply be done in excel or tools like trello.

Sprint 1: Concept phase

Functional design:

Create an overview (flowchart for example) of how the game will function.

Technical Prototypes:

Get an overview of what you are capable of programming in terms of functionality in this game. (Game Programming / Programming basics)

Moodboard / Sketches / Concept art / Mock-up:

Make sure to give an clear indication of what your style is going to be. Use whatever mean necessary to communicate this. This can be a mood board (existing pictures from internet) or sketches / paintings you've made yourself. Wrap up with one mockup that represents your style. (see 2d game assets)

Game rules, Game sheet, Mock up level, playtest results and feedback,

Give an overview of what the game is going to be about. For details see the 'on games' cluster, and in particular, the game sheet. Make a mock up level to get a general idea going of what the game will look like, and test it when possible (paper prototype).

Sprint 2: Design Phase

Level Editing framework:

Make sure, as a programmer, a level can be implemented so you enabled the use of simple tools (a .txt file or perhaps a program like tiled, www.mapeditor.org for the level designer.

Final Art:

A clear overview of what and in which style the final art work is going to be. Combine everything into a mock-up, showing an image which communicates the style of the game

Style sheet:

Make sure to establish the style based upon the concept art and mock-up, so that in the production process, every artist knows how to create the style.

Asset list:

Make sure to create a list of all the assets. Think of art, animations, sounds, music, background images, etc. needed for the game. Divide this list in MoSCoW rules (Must have, Should have, Could have, won't have) in order to prioritize the assets.

Vertical slice:

The vertical slice should be a proof that all of the functional parts that should be in the game. These parts

Feedback description:

Describe in what kind of ways the player will receive feedback. Think of animations, sounds, pop-ups, mouse-over buttons, etc. and use these as input for your asset list.

HUD Design:

Make sure to design the interface and the 'heads up display' from the game, and make it fit the style

Game rules, Game sheet Final:

Make sure to have a final game design and game sheet (as shown during 'on games') filled out

Mock up level:

Creates an overview of what happens where, and helps you to design the 'narrative' and 'pacing' of the game.

Play test:

Although the game is not finished, get some critical reviews of in-game handling, level design etc. in order to know what to refine.

Scrum sheet:

Update the planning sheet (available on blackboard) after each daily stand-up. Make sure to make a sprint breakdown (overall structure) and a work breakdown (specific tasks)

Sprint 3: Production Phase

Alpha build, Polishing:

the first 'release' of the game. Test is, fix bugs improve– and refine it, in order to be able to polish the last bits, so the game is a (possible) shippable product

Work out: characters, game objects, backgrounds, Menu and HUD, sound and music, level design, based upon the assets list

Testing:

Test the game with the arcade controls, Prepare the final Pitch (10 minute presentation of the game, include a post mortem (who did what, 1 slide per person), basically selling your game.

Polish:

Make sure to refine every detail, in order to come up with a product as beautiful as possible.

4. Contacts

Course leaders:

For any information on the previous clusters you can contact the cluster leaders.

“On Games”

Patrick Huitema
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“2d game assets/ 2d Animation”

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5. Testing and assessment

5.1: Procedure

In this 2 week project you will have to show what both technical and creative students have learned during the first quarter and integrate it into one project.

There are 2 sprint meetings scheduled at the end of each week. The first is used to verify if the progress is on schedule, the second for the final pitch (5 to 10 minutes). The games will have to run on the arcade machine located in G6.30

In this presentation you'll need to present the following subjects:

- The game, it's rules and it's mechanics
- Reflection on the process
- Reflection on personal progression (one slide per person)
- The artwork
- Most ambitious features (programming)
- A movie that shows the game playing on the arcade machine
- Lessons learned

Make sure to have a good looking, fluent and professional presentation of Max. 10 minutes!

Deadline is at the end of week 2.2, check 'roosters.saxion.nl' for your final sprint meeting.

Redo will be at the end of week 2.10

5.2: Assessment form

You can download a detailed form on blackboard (excel sheet)