VIDEO GAME DESIGN

GEORGIA TSA

STATE LEADERSHIP CONFERENCE 2021

Team 1932

Artificer's Quest

Long ago, the misuse of technology brought about an era of strife and the Great Collapse. Centuries later, people have come to live side by side with the remnants of that ancient time. But the old, unattended technology remains dangerous. The only hope lies with the young people of the world who have pledged to renew their connection with technology, and treat with wisdom what once was recklessly taken for granted.

In a small village of this new world, one of these young people, called Artificers for their inventiveness, heads out to explore a series of disturbances near her village....

Artificer's Quest is an adventure/exploration platformer for general audiences, though some trickier elements may require grade-school age thinking and coordination. It seeks to tell a story about humanity's relationship with technology.
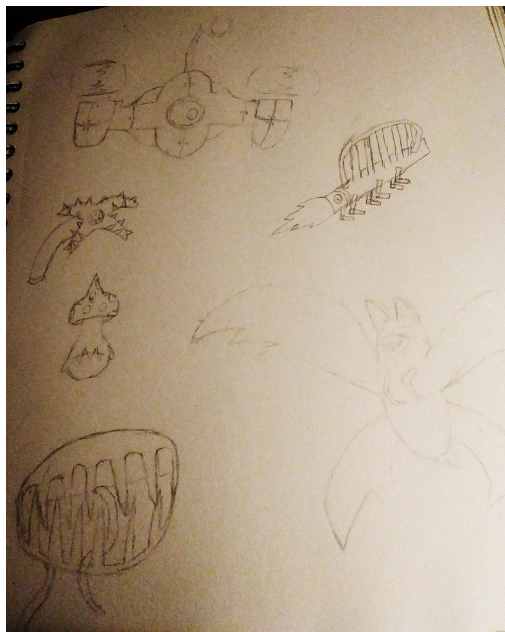
Concept Art

**Character Development**
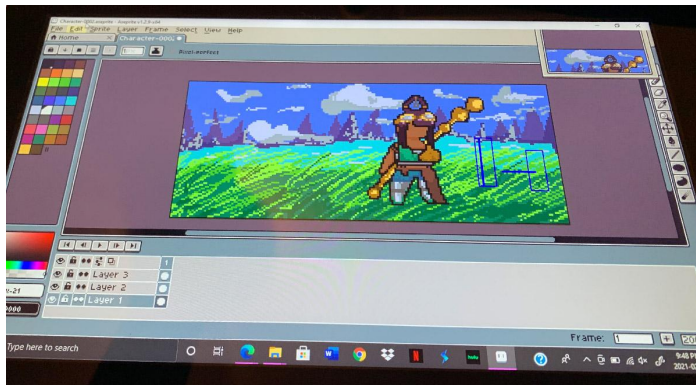
Enemies & Biomes

How to Play

Artificer's Quest is a sidescrolling adventure for a single player. It is played with a mouse and keyboard.

Goal: Guide the young artificer to through the jungle, into the caves, and into the ancient, malfunctioning machines under her village. Using her trusty drone, quick reflexes, and her understanding of technology, she can deactivate the old relics and save her quiet home.

The Artificer is quite athletic and can run and jump (even double jump!) but her most impressive skill is her mastery over her drone. Switch to drone control (right mouse button) to explore and interact with elements in the game world, and reach areas where the Artificer alone cannot.

Done Jump: While controlling the Drone, press Q to flip the drone over and give control back to the Artificer. She can now use the Drone as a temporary platform to jump on, allowing her to jump farther than she could by herself.
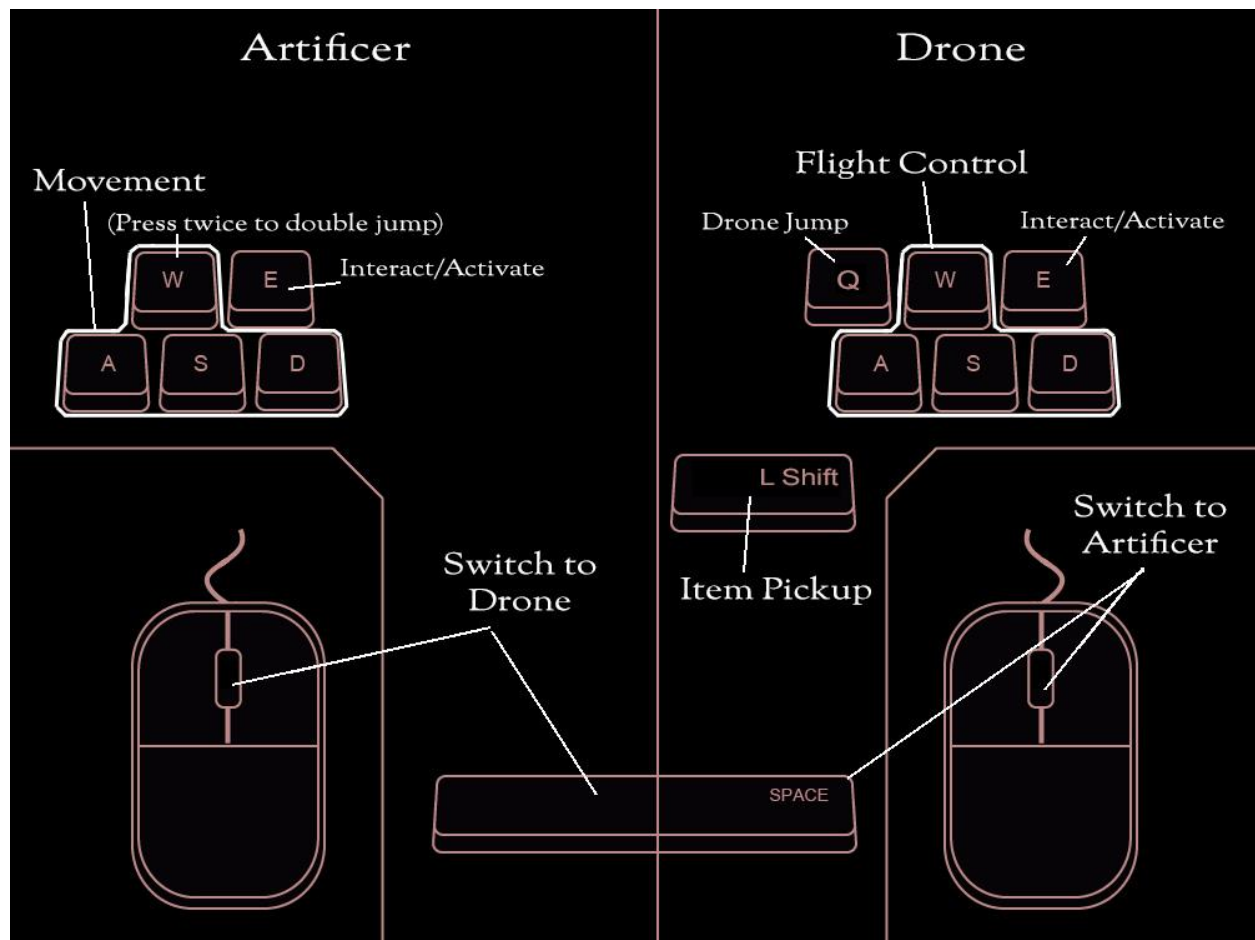
Technical Specifications

- Core engine: Unity 2017.4 LTS (Coded in C#)
- Art & Sprites: Piskel, Aseprite, Adobe Photoshop 2019
- Audio: JFXR, Audacity

Creative Commons Content

- Music track: Game Music Time of Action by BloodPixel, downloaded from freesounds.org

Biomes Gallery
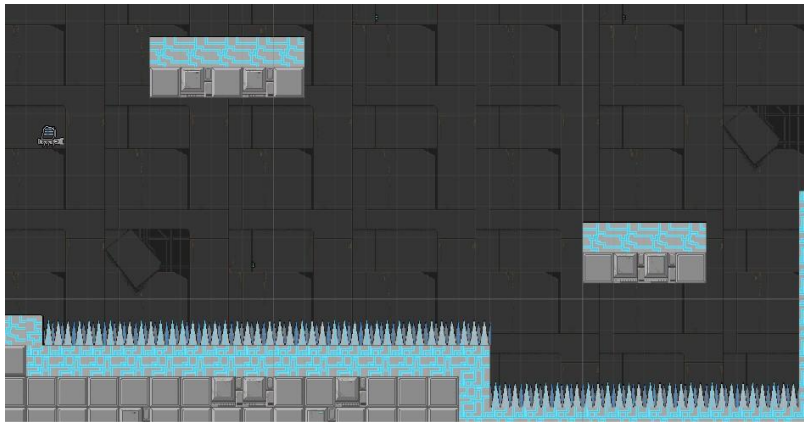
Village

Jungle

Caves

The Old Machines

TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK LOG

	Date	Task	Time involved	Team member responsible (student initials)	Comments
1.	12/10/20	Art / Sprites	80 hr	Cooper Pritchett CP	
2.	12/10/20	Concept Art / Sprites	10hr	Kamiya Cameron KC	
3.	12/10/20	Programming (C#)	70hr	Samuel Corley SC	
4.	12/10/20	Additional Art	2hr	Andrew Bowling AB	
5.	12/10/20	Level Design	10hr	Jason King JK	
6.					

Advisor signature _____

STUDENT COPYRIGHT CHECKLIST *(for students to complete and advisors to verify)*

STUDENT: Answer question 1 below.

1) Does your solution to the competitive event integrate any type of music and/or sound? ☑ YES ☐ NO

    If NO, go to question 2.

    If YES, is the music and/or sound 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 and/or sound in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission and if permission is granted, include the permission in your documentation.

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

CHAPTER ADVISOR: Sign below regarding your student's answer(s) to the use of music/sound in his/her competitive event solution. Even if your student answers "NO" to question 1, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

I, _____ (chapter advisor), have checked my student's solution and confirm that any use of music/sound is done so with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have no music/sound included.

STUDENT: Answer question 2 below.

2) Does your solution to the competitive event integrate any graphics/videos? ☑ YES ☐ NO

    If NO, go to question 3.

    If YES, is(are) the graphics/videos 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 graphics and/or videos in your solution and included a permission (letter/form) in your documentation for graphic/video used? If YES, move to question 3. If NO, ask for permission and if permission is granted, include the permission in your documentation.

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

CHAPTER ADVISOR: Sign below regarding your student's answer(s) to the use of graphics/videos in his/her competitive event solution. Even if your student answers "NO" to question 2, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

I, _____ (chapter advisor), have checked my student's solution and confirm that the use of graphics/videos with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have no graphics/videos included.

STUDENT: Answer question 3 below.

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? ○ YES ○ NO

CHAPTER ADVISOR: Sign below regarding your student's answer(s) to having integrated any thoughts/research of others in his/her competitive event solution. Even if your student answers "NO" to question 3, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

I, _____ (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 and/or the solution has been found to have all original thought with no use of other's thoughts/research.