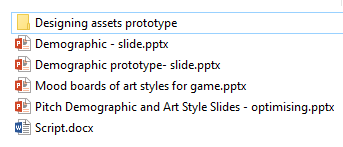
Asset list – Lenneth Dayaon

Sprint one Folder contains:

|  |  |
| --- | --- |
|  |  |

Pitch slides contribution – Sprint 1 folder contains:

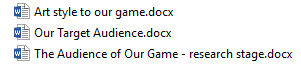


|  |  |  |
| --- | --- | --- |
| Content | What is it? | Is it used? |
| Demographic - slide .pptx | This is how I planned my part of the slide to talk about the demographic | It was modified and not used |
| Demographic prototype – slide.pptx | The same as the demographic slide. This is where I was going to modify my notes. | Not used |
| Mood boards of art styles for game.pptx | I made mood boards of the different casual game art styles. I compared art from casual cooking games to every other popular casual game apps to design a prototype art style for the game. | Gave me an idea of how to design casual games. |
| Pitch Demographic and Art Style Slides – optimising | These are my practice slides for the pitch where I talked about the demographic, the art style and examples of art styles. | Modified and not used |
| Script.docx | The script I had for the pitch to remember what to say. | Used in presentation. |

Designing Assets prototype folder:

|  |  |  |
| --- | --- | --- |
| foods.jpg and foods.mdp and foods.png | Designing prototype art style for the game and I submitted it in different formats. | Used in presentation |
| hands.jpg and hands.mdp and hands.png | Designing prototype art style for the game and I submitted it in different formats. | Used in presentation |

Researching Demographic and art style – Sprint 1 contains:



|  |  |  |
| --- | --- | --- |
| Art style to our game.docx | Researching the art style for our game where I compared art styles of different casual games and took out elements that would be good for our game. | Research we talked about in our meetings |
| Our Target Audience.docx | Researching our dominant demographic | Used when we were thinking of our game idea |
| The Audience of Our Game – research stage.docx | More research for target audience | Used when we were thinking of our game idea |

Sprint 2 folder contains:



Designing Artstyle – Sprint 2 contains:

|  |  |  |
| --- | --- | --- |
| Design layout storyboard.png | Sketches of each screen in our game | Ideas for now – not used |
| Design layout.psd | The sketched storyboard on photoshop | Ideas for now– not used |
| Level select.jpg | Sketching ideas for level select | Ideas for now– not used |
| Main Screen.jpg | Sketching ideas for main screen | Ideas for now– not used |
| Playing the game.jpg | Sketching ideas for the gameplay screens | Ideas for now– not used |
| Results and tutorial. png | Sketches for results and tutorial screens | Ideas for now– not used |

Up to date planning stage – sprint 2 folder contains:

|  |  |
| --- | --- |
|  |  |

Cook book theme folder contains:

|  |  |  |
| --- | --- | --- |
| Breakfast moodpard.psd | Mood board of breakfast theme | Not used as they are just mood boards for my ideas |
| Designing art work for theme.jpg | Sketching art style designs | Not used as they are just sketches |
| Dinner moodboard.psd | Mood board of dinner theme | Not used as they are just mood boards for my ideas |
| First wireframe.jpg | Sketching art style designs | Not used as they are just sketches |
| Gameplay.jpg | Sketching art style designs | Not used as they are just sketches |
| Level select.jpg | Sketching art style designs | Not used as they are just sketches |
| Lunch moodboard.psd | Mood board of lunch theme | Not used as they are just mood boards for my ideas |
| Moodboard art styles.psd | Sketching art style designs | Not used as they are just sketches |
| Results.jpg | Sketching art style designs | Not used as they are just sketches |
| Start menu.jpg | Sketching art style designs | Not used as they are just sketches |

Faster Food Trucks Theme folder: (We decided on this other theme)

|  |  |  |
| --- | --- | --- |
| Brawl moodboard.psd | Mood board of design ideas I can implement | Not used because we changed ideas |
| Game themes ideas.psd | Mood board of design ideas I can implement | Not used because we changed ideas |
| Moodboard for food trucks.psd | Mood board of design ideas I can implement | Not used because we changed ideas |
| Start of creating main screen ideas.jpg | Sketches of design ideas to implement for this theme | Not used because we changed ideas |

Sprint 3 contains:



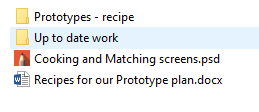
Design – Sprint 3 folder:

|  |  |  |
| --- | --- | --- |
| Art styles we can go for.pptx | Researching different art styles for our game | Not used as it is just research to help me do my work |
| Buttons moodboard.mdp & buttons moodboard.png | Mood board for button styles | Not used as it is just a mood board |
| Colour palettes moodboard.mdp & colour palettes.png | Mood board of the colour palettes I want to use | Not used as it is just a mood board |
| Date mood board.mdp & date mood board.png | Mood board of date setting | Not used as it is just a mood board |
| Flowchart of game screens.docx | The flowchart of how the game screens should go | Not used only for personal work for my individual task |
| Menu mood board.mdp & menu mood board.png | Mood board of menu design | Not used as it is just a mood board |
| Storyboard layout of our game.pptx | Storyboard of how each screen should play out and what should happen. | Not used as this is for personal work |
| Typography mood board.mdp & typography mood board.png | Mood board to find the correct typography for game theme. | Not used as it is just a mood board |

Recipe – Sprint 3 folder contains:

|  |  |  |
| --- | --- | --- |
| Recipe card.pptx | Different recipe cards for different parts for our game | Not used as it is extra work |
| Researching recipes for our game.docx | Research of the types of meal courses you can have and choosing the right one for our game | Discussed in meetings about what I learnt. |

Sprint 4

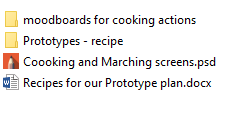


|  |  |  |
| --- | --- | --- |
| Cooking and Matching screens.psd | Designing the cooking and matching game play screens along with the idea of the couple. | This was used in our prototype as place holders |
| Recipes for our prototype plan.docx | Recipe order for easy, medium and hard levels | This was used in our prototype for our recipes |

Prototypes – recipe folder contains:

|  |  |  |
| --- | --- | --- |
|  | Photoshop files of food and their individual ingredients | Used as a place holder for the game |

Up to date work folder contains:



|  |  |  |
| --- | --- | --- |
| Coooking and Marching screens.psd | Designing the cooking and matching game play screens along with the idea of the couple. I iterated the screens | This was used in our prototype as place holders |
| Recipes for our Prototype plan.docx | Recipe order for easy, medium and hard levels | This was used in our prototype for our recipes |

Mood boards for cooking actions folder contains:

|  |  |  |
| --- | --- | --- |
|  | These are mood boards for different cooking designs. This was to find the best visual way to show how the food is cooked. | This was not used in our prototype as they are psd files |

Protypes -recipe – folder contains:

|  |  |  |
| --- | --- | --- |
|  | The psd files are food recipes with individual ingredients. | Not used as it’s psd files |
| Ready for Unity folder contains: | The psd files of my recipes are turned into pngs for this folder to be used as place holders for the prototype. Each individual ingredient is a png. | Used as place holders |

Sprint 5 folder contains:

|  |  |
| --- | --- |
|  |  |

|  |  |  |
| --- | --- | --- |
| Example story.pptx | This is an example game scenario that could play out with player 1 and 2 | This is not used as it is just individual work. |
| Group 3 Pitch 2.pptx | This is our pitch presentation | I saved it on my work to practice. |
| What we need in our presentation.docx | These are my notes of the email I received from Rob to what we need in our pitch. | Was applied to the pitch but it’s just notes |

Cook and match folder contains:

|  |  |  |
| --- | --- | --- |
|  | This is a folder full of up to date png of our screens where I changed design elements such as the timer to use as place holders for our game. | These were put in our prototype. |

Player 1 folder:

|  |  |  |
| --- | --- | --- |
|  | Pngs of each couple screen for player 1. | Used for place holders for our prototype |

Player 2 folder:

|  |  |  |
| --- | --- | --- |
|  | Pngs of each couple screen for player 2. | Used for place holders for our prototype |

Sprint 6 folder contains:



Refining mock up couple screens for final design folder contains:

|  |  |  |
| --- | --- | --- |
|  | These are the pngs of the couple screens that we have in our game. They are ready to be turned into an animation and I have made my own couple design in final design couple look.png and couple with table.png. | This is supposed to be used as place holders for our game, but I am unsure if they got updated. |

Sprint 7 folder contains:

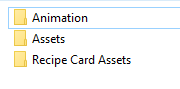


|  |  |  |
| --- | --- | --- |
| Matching and Cooking Screens optimised.psd | This is a psd file of my new iterations of the cooking and matching screen designs | Not used because psd file |

Refining Cooking and Matching Screens folder:

|  |  |  |
| --- | --- | --- |
|  | I iterated the cooking and matching screens and made them as pngs so that they can be used as placeholders for our game. | Used as placeholders |

Sprint 8 contains:



Animation folder contains:

|  |  |  |
| --- | --- | --- |
|  | The folders contain the animation of the couple screens, I started with the good screens before the bad first and created the animations on photoshop using frame animation. | I’m making them to be used for the game. |

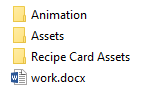
Asset folder contains:

|  |  |  |
| --- | --- | --- |
|  | Pngs are contained in these folders because these are assets that need to be implemented into the game, so we don’t have those as place holders anymore. | Not used due to time constraints. |

Recipe Card Assets contains:

|  |  |  |
| --- | --- | --- |
|  | These psds are the recipe card that pops up before the matching and cooking gameplay screens. | These will be turned into pngs and be put as the backgrounds of the recipe card screens. However, they were not used due to unknown reasons. |

Sprint 8 – up to date folder contains:



Animation folder contains:

|  |  |  |
| --- | --- | --- |
|  | This is the part where I am updating the new animation screens. | They were not used due to time constraints. |

Assets folder contains:

|  |  |  |
| --- | --- | --- |
|  | I put this folder here because they needed to be put in the game and I emailed and put it on Jira that these assets are to replace the place holders. | They were not used due to unknown reasons. |

Recipe Card Assets

|  |  |  |
| --- | --- | --- |
|  | It’s the same for this folder. | They were not used due to unknown reasons. |

|  |  |  |
| --- | --- | --- |
| Work.docx | This is just an unfinished list of how the animations should go. | This wasn’t used in the game because it’s personal notes. |

Timer folder contains:

|  |  |  |
| --- | --- | --- |
|  | This psd and png file is used to animate the timer and I have made the assets and gave them to Adam to animate. | This was used in our game. |

New Animation folder contains:



|  |  |  |
| --- | --- | --- |
|  | I decided to put this folder as a separate folder because I lost count on the sprints since it completely stopped during Easter. This was a task I was working on and I wanted to isolate it, so I can remember where I left off. | This was not used in our game. |

Recipe Card Assets folder contains:

|  |  |  |
| --- | --- | --- |
|  | These are the recipe cards but bigger, so they have better resolution. | No, it wasn’t used in our game, but it should’ve been |

Animations\_ complete folder contains:

|  |  |  |
| --- | --- | --- |
|  | From awkward – good – boy folder to the want to leave folder are the completed animations for the game which have the psd files in and all the frame animations have been converted to pngs to be put in our game. The animations are also separated in p1 and p2 folders  E.g. | They were not used due to time constraints. |
| Assets folder contains: | The word document is a list of how each animation should play out. This is just for my notes. The rest of the document is filled with assets like the table or just an image of the couple and player 1 and player 2 couple. I made these to be place holders in the meantime as I did my animations. | They were not used due to time constraints. |

This is all the work I have submitted into github.