

IM3080 Design and Innovation Project (AY2021/22 Semester 2)

Individual Report

Name: Yong Shin Hui

Group No: 2

Project Title: Kopimon

Contributions to the Project (1 page)

1. Supporting Group Member
 - a. Prototyping ideas/elements of the game
 - b. Conceptualisation of theme of game
 - c. Contributed to bi-weekly presentation slides
2. Design Team with Charm and Swapnil:
 - a. Sketching and creating sprites using pixel art form
 - b. Design mainly Singapore attraction landmarks and buildings such as gardens by the bay dome, supertrees, marina bay sands
 - i. Interior of Marina Bay Sands
 - c. Designed and built the gardens by the bay scene with Sean and troubleshooted the dimensions of sprite issue



3. Brainstorming of game scenarios and deliverables
 - a. Coming out with the storyline for the marketing video
 - b. Coming up with use cases that adheres to the storyline of the game
 - c. Research on final report
 - i. Pixel art as form of game art

Reflection on Learning Outcome Attainment

Reflect on your experience during your project and the achievements you have relating to at least two of the points below:

- (a) Engineering knowledge
- (b) Problem Analysis
- (c) Investigation
- (d) Design/development of Solutions
- (e) Modern Tool Usage
- (f) The Engineer and Society
- (g) Environment and Sustainability
- (h) Ethics
- (i) Individual and Teamwork
- (j) Communication
- (k) Project Management and Finance
- (l) Lifelong Learning

Point 1: Design/development of Solutions

In the middle of the project, some of the sprites have already been drawn to the discussed dimensions and were incorporated into the game scene by the coding team. We realised that the aesthetics of pixel art was not cleanly done as it was difficult to visualize how an object will look like when its pixelated and the different shades in tones were very tricky but were needed in order to provide some dimension to the objects. Initially, there was also a lack of communication between the coding team and the design team, as we realised later on that the sprites were not able to splice nicely to fit per pixel size. Hence, we had no choice but to experiment the dimensions to see how it looks like in the game and redraw a few times. Time spent on this could have been minimized if there were more preparations and planning done at the start, which also boils down to communicating information better across teams. I realised this towards the end of the project but there was not much time left and there were many things that were not yet finalized. Hence, I felt that I could have prepared for the project more at the start instead of getting familiarized while progressing.

Point 2: Individual and Teamwork

I was very blessed to be able to work with group members that were proactive and capable as well. As I had a lot of other commitments this semester to juggle with and not having a hall accommodation, there were a few times that I had to join in the meeting calls late and they were very kind to have update me on what I missed and also included me in the work-load arrangements. I was very thankful that the team members were rather organized and help to create google documents and folders to categorise what we already had and what we still had to work on, this helped us to get back on track and move forward more efficiently and aid us to make decisions at checkpoints, especially when we hit a dead end while solving a bug.

Point 3: Engineering knowledge

I feel that compared to my other team members that had more experience in coding due to previous internships or self-interest, I was lacking in terms of skill. Hence, I took up the design role in the team and decided to challenge myself, every object was drawn pixel by pixel and it took a lot of time to try to get them to look not too "pixelated" so that the graphics will be clear to the users. I feel that one

regret that I have from this project was that there wasn't enough time for me to pick up more hard skills. Although I tried to take up some technical roles towards the end, by being more involved in building the scenes, but I would still love to be involved in creating and implementing functions to the game.