

Jasper Kemp

CM2113 - Design Principles and Context

Design Principles and Context Design Document

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Github Repository Link for Project Files:

<https://github.com/Zilean432/Design-Principles---Context-Submission>

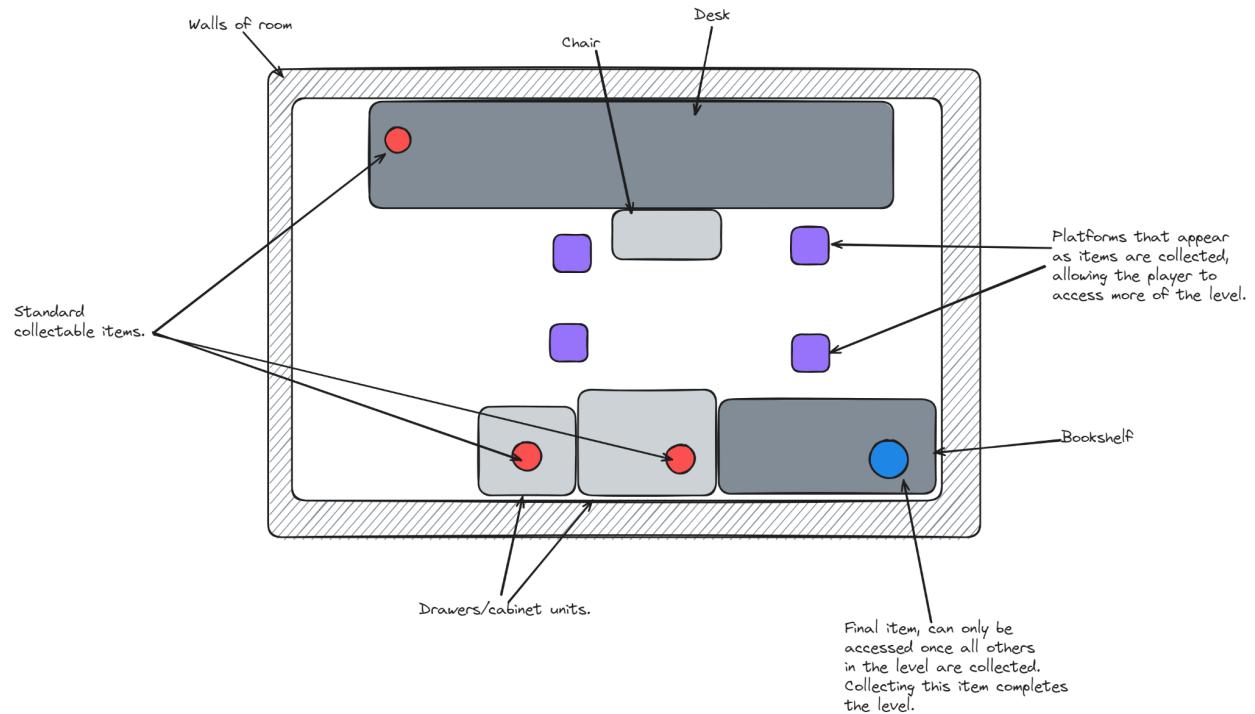
Project Plan:

<u>Date</u>	<u>Task(s)</u>
22nd January - 28th January	Decide on pitch idea. Create powerpoint slides for pitch.
5th February - 19th February	Scan majority of objects needed for project.
February 26th - March 11th	Start work on implementing player character and setting up environment. Clean up/edit scanned models where needed.
March 18th - April 8th	Build up final level design in Unity. Start implementing level mechanics. Perform testing on the level.
April 14th - April 30th	Finalise implementation stage and Documentation.

Moodboard:

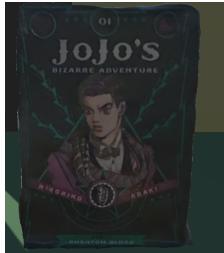


Level Map:



Scanned Objects:

<u>Object</u>	<u>Use in Level</u>	<u>Mechanics (if any)</u>	<u>Image of Object</u>	<u>Image of Produced Model</u>
30 Minutes Missions Spinatio Model	Used as the player's character model.	Capable of walking, running, and jumping.		
Study Room (scanned using Polycam's room function)	Used as the main environment for the level.	Has platforms placed throughout it, which gradually appear as the player collects more of the collectable items.		
JoJo's Bizarre Adventure: Phantom Blood Volume 1	Used as a decoration/obstacle in the level.	N/A		

JoJo's Bizarre Adventure: Phantom Blood Volume 2	Used as a decoration/obstacle in the level.	N/A		
JoJo's Bizarre Adventure: Phantom Blood Volume 3	Used as a decoration/obstacle in the level.	N/A		
Monster Hunter Velkhana Plush	Used as the model for the collectable items that progress the level.	Will be collected when the player walks into them, causing platforms to appear which allows the player to access more of the level.		
Monster Hunter Tigrex Plush	Used as a decoration/obstacle for the level.	N/A		

Sourced Assets

VINICIUS MARQUES, 2023. *3rd Person Controller + Fly Mode*. [unity asset bundle]. 21 October. Available from:
<https://assetstore.unity.com/packages/templates/systems/3rd-person-controller-fly-mode-28647> [Accessed March 1st 2024]

ZAPSPLAT, 2024. *Cartoon boing, spring or jump*. [audio file]. Available from:
<https://www.zapsplat.com/music/cartoon-boing-spring-or-jump/> [Accessed April 20th 2024]

ZAPSPLAT, 2024. *Collect several coins at once, synthesised game tone 2*. [audio file]. Available from:
<https://www.zapsplat.com/music/collect-several-coins-at-once-synthesized-game-tone-2/> [Accessed April 20th 2024]

ZAPSPLAT, 2024. *Collect treasure or coin, game sound, action 2*. [audio file]. Available from: <https://www.zapsplat.com/music/collect-treasure-or-coin-game-sound-action-2/> [Accessed April 20th 2024]

Additional Sources:

VINICIUS MARQUES, 2017. *Getting started with your Third Person game*. [online video]. 8 February. Available from:

<https://www.youtube.com/watch?v=D7Ogk4DzsRI&t=3s> [Accessed March 1st 2024]

This tutorial was used to learn how to implement my player's movement functions for walking, running, and jumping. I built upon this by tweaking the values in the provided asset pack to better suit my level, as well as designing the level's layout around this movement.

COCO CODE, 2022. *Level Selection in your Unity game | Unity tutorial*. [online video].

25 May. Available from:

<https://www.youtube.com/watch?app=desktop&v=YAHFnF2MRsE> [Accessed 18th April 2024]

This tutorial was used to learn how to transition between different scenes in my project. I built upon what I learned in this tutorial by implementing a function that made the player transition back to the game's start screen upon collecting the last item in the level.

OPENAI CHATGPT, 2024. ChatGPT Responses to Jasper Kemp. 14th April.

Outside of these tutorials, ChatGPT was used several times during my project to help search for snippets of code to implement specific functions, or to debug error messages in my code. I have made sure to build upon the code the AI gave me on my own, as much as was reasonably possible.

Outside of all of these tutorials, I also referenced the code from my “Games Prototyping” project last semester to help me implement certain features, such as collecting items and tracking the number of items collected.