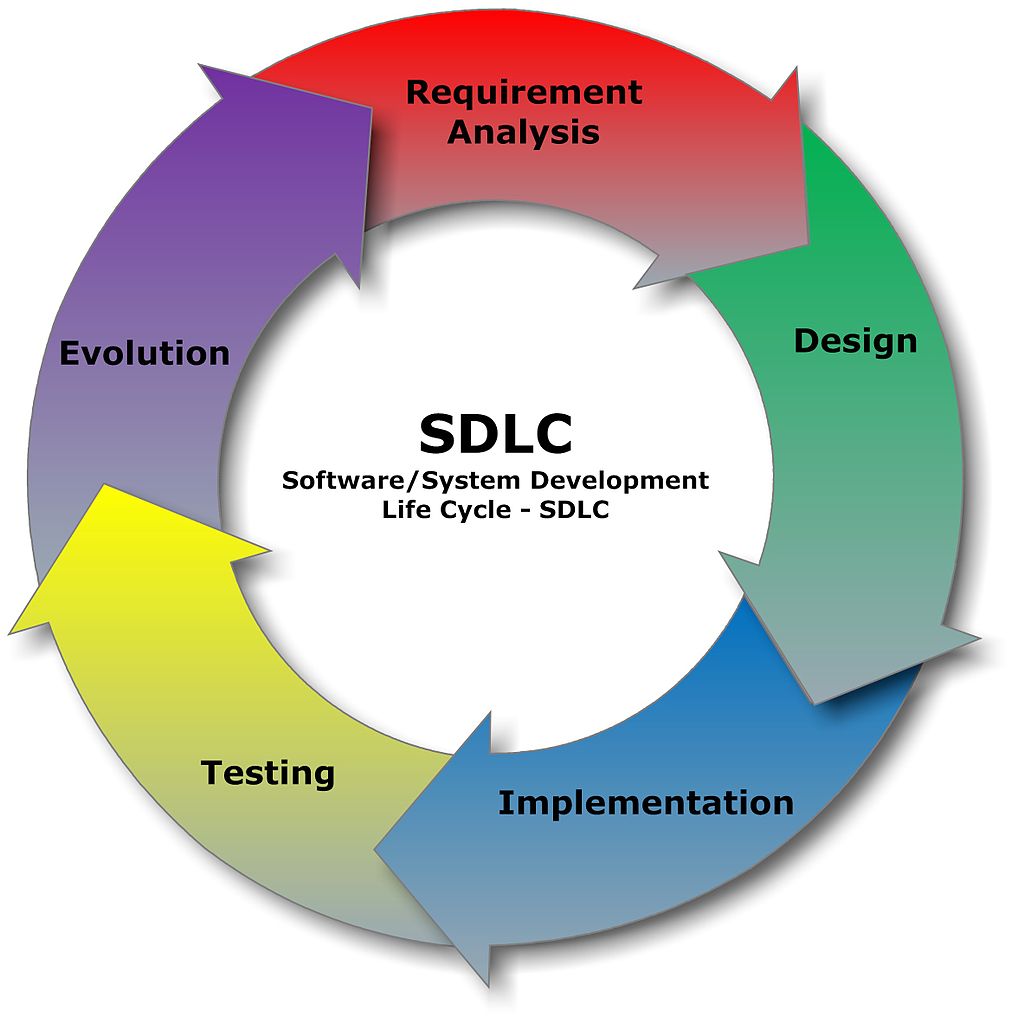
Task 1 – Roll-E’s Escape

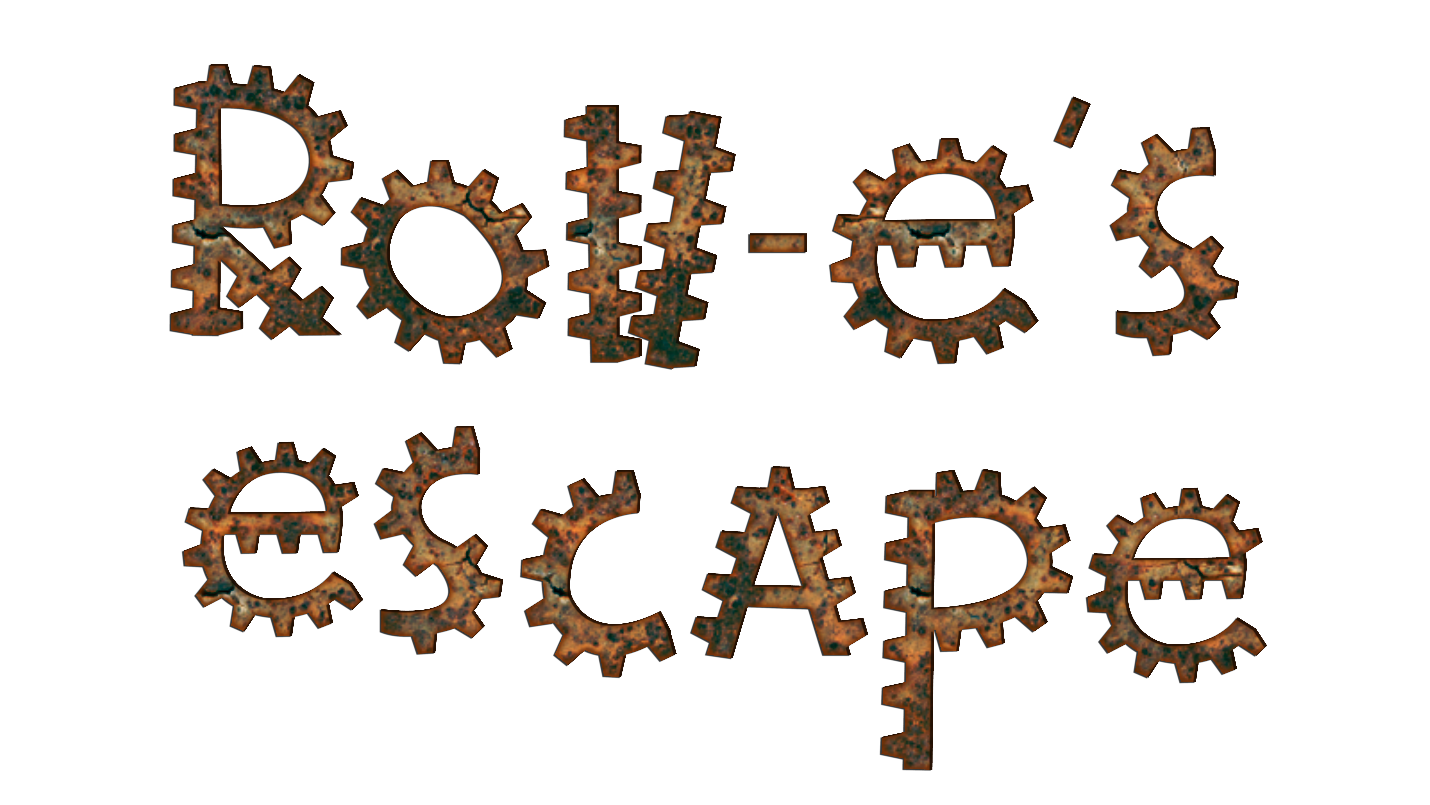
# Daniel Cassar ,Joana Nummelin ,Darren Camilleri, Luke Parnis

1. The model were using to create game is the SDLC model.

* **Requirement analysis** we first came up with the ideas by combining ideas from each one, we were doing this while we were at the AI lesson because we’re going to implement an AI in the game to combine the assignments. Then we listed all the ideas and then merged them into one after it we came up with concept and we wrote what we needed.

We also discussed how we were going to implement psychology of play in this game we decided to implement “Flow” in the game because we taught it suits the game mechanics quite well.

* **Design:** For the game style we wanted to use 3D models. Darren 3D modelled and UVed the player, enemy, spaceship, shelves with boxes. Joana textured all the 3D models. Because the game is about robot, we thought that metallic style would suite this game the best. All the robots and the spaceship were textured in metallic material. Luke found material for the ground. The game environment is a factory that’s why there is so many shelfs and the floor has resembles factory. Player has plenty of space run around and look for missing pieces. The spaceship was modelled and grouped in separate pieces that later, when player finds the pieces, spaceship’s pieces stack on top each other and forms full spaceship. Game design has metallic and rusty metal style because it reminds robots. The idea for design of the game name was inspired because robots have a lot of cog wheels, so we thought that the letters that would remind cog wheel would look good. Rust and cracks were added to give old metal style.



We decided to keep health and power up in the same metallic style. Joana created the heart in that way so it looks like it is made from metal. Power up was made with a lightning bolt to show the power.

“Tutorial”, “You Won” and “Game over” text had the same texture to keep the same style.







In the main menu, in order to create “Play” and “Quit” buttons, Joana used TextMeshPro to create the buttons interactive.

* **Implementation: (**Talk how DANIEL coded the game**).**
* **Testing:** While creating the game we tested the game ourselves but we also going to test it on a few random people to see the reaction of people and to see if we can find more bugs in the game.
* **Evolution :** Different version of the game(WRITE MORE HERE)

# Visually outline and discuss the mayor components and code structure.