24 Hours To Die

Developed by:
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Scratch Project Links (with Versions)
24 Hours to Die v.1
24 Hours to Die v.2
24 Hours to Die v.3
24 Hours to Die v.4
24 Hours to Die v.5
24 Hours to Die v.6
24 Hours to Die v.7 (FINAL VERSION)

Brainstorming:

Preliminary Brainstorming:
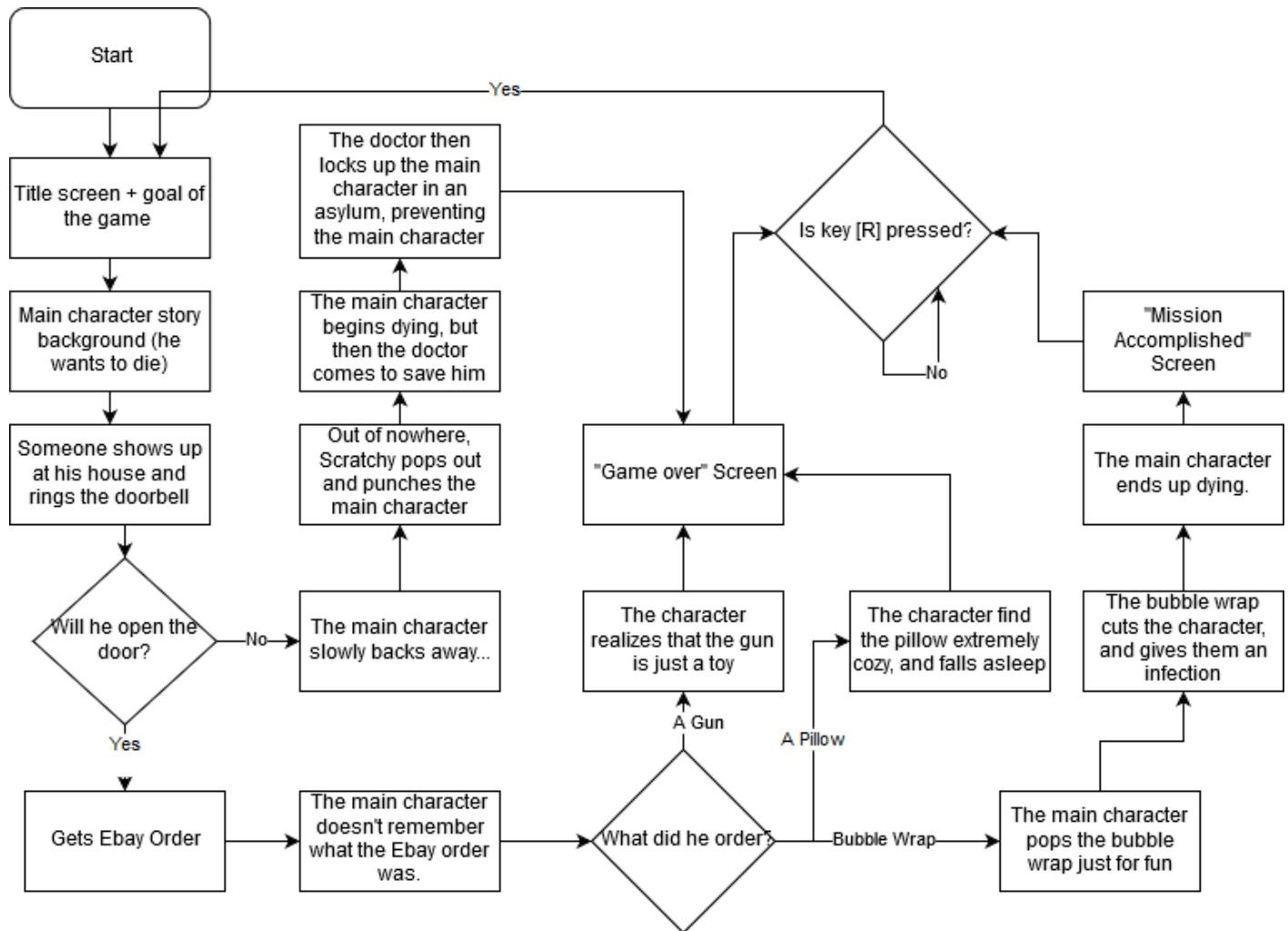
Story	Game
- A maze - Have some funky scenarios - Dogs falling from the sky - A quest / mission - Main character can be a random cool sprite - Have different memes at the end for different endings - Hallways that change speed - Integrate a movement aspect into the storyline - Option to replay for different ending - **Make the purpose of the game to die**	- A maze - Different levels - Pixel art? - Multiple waves - Movement - Arrow keys - Space for gravity - Space to shoot - Mouse click to shoot - **Make decisions that cause other people to die** - Defusing exploding kittens

Top 2 Brainstorms:

Make the purpose of the game to die	Make decisions that cause other people to die

- *Tier 1*
    - Different scenes with different scenarios
    - Introduction and title scene
    - Player input (decision making)
    - Keyboard / mouse inputs to make choices
- *Tier 2*
    - Make a variable that defines how much health is left, or create a health bar
    - Doctor comes to heal the person
- *Tier 3*
    - Expand more on the storyline
    - Branch more on different scenarios
    - More characters
    - "Nice variable" such that every time you do something nice, your "nice variable" increase and once it reaches a certain point, you decide to try to live.
    - Achievements for each different endings
	- Powerups
	- Tutorial to teach controls
	- Ask questions to person that result in other people dying
	- Save high scores to the cloud

In the end, we chose the to develop a project based around the idea that the main goal was to die. We felt that this would be a fun and interesting topic because games usually discourage dying, and we wanted to create something with the inverse of that mindset.

Flowchart:

```
Start ──────────────────Yes──────────────────────────┐
  │                                                    │
  ▼       ┌──────────────────┐                    ┌─────────────────┐        ┌──────────────────┐
┌──────────────┐  │ The doctor then  │                    │                 │        │    "Mission      │
│Title screen +│  │ locks up the main│                    │ Is key [R]      │        │  Accomplished"   │
│goal of the   │  │ character in an  │                    │ pressed?        │        │    Screen        │
│game          │  │ asylum,preventing│                    │                 │        └──────────────────┘
└──────────────┘  │ the main character│                   └─────────────────┘
  │               └──────────────────┘                         │  No
  ▼                       ▲                                     │
┌──────────────┐  ┌──────────────────┐                         │
│Main character│  │ The main character│                        │
│story         │  │ begins dying, but │    ┌─────────────┐     │       ┌──────────────────┐
│background (he│  │ then the doctor   │    │             │     │       │ The main character│
│wants to die) │  │ comes to save him │    │"Game over"  │◄────┘       │ ends up dying.    │
└──────────────┘  └──────────────────┘    │ Screen      │             └──────────────────┘
  │                       ▲                └─────────────┘
  ▼               ┌──────────────────┐      ▲         ▲
┌──────────────┐  │ Out of nowhere,  │      │         │
│Someone shows │  │ Scratchy pops out│      │         │
│up at his     │  │ and punches the  │      │         └──────────────────┐
│house and     │  │ main character   │      │                            │
│rings the     │  └──────────────────┘      │                            │
│doorbell      │          ▲                 │                            │
└──────────────┘  ┌──────────────────┐  ┌──────────────┐  ┌──────────────────┐  ┌──────────────────┐
  │               │ The main character│  │ The character│  │ The character find│  │ The bubble wrap   │
  ▼               │ slowly backs away │  │ realizes that│  │ the pillow extremely│ │ cuts the character│
◇Will he open◇─No─│                   │  │ the gun is   │  │ cozy, and falls  │  │ and gives them an │
◇the door?  ◇     └──────────────────┘  │ just a toy   │  │ asleep           │  │ infection         │
  │                                     └──────────────┘  └──────────────────┘  └──────────────────┘
 Yes                                        ▲  A Gun          A Pillow                  ▲
  ▼                                         │                                           │
┌──────────────┐ ┌──────────────────┐    ◇What did◇              ┌──────────────────┐
│Gets Ebay     │ │ The main character│    ◇he order?◇─Bubble Wrap─│ The main character│
│Order         │►│ doesn't remember  │►   ◇        ◇              │ pops the bubble   │
└──────────────┘ │ what the Ebay     │                           │ wrap just for fun │
                 │ order was.        │                           └──────────────────┘
                 └──────────────────┘
```

Pair Feedback:

We talked with Richelle and Pratham and discussed how our game could improve from what we had brainstormed so far. They said we should have more characters, and a global high score variable to record how long it takes to end yourself. Then we came up as a group that the main character should have 24 hours--in ingame time--to end himself. Also Richelle and Pratham suggested that a doctor should come to revive you if you die after surviving for 5 minutes. Also a cool feature that we could implement into our game is: some guys with guns happen to be doctors.

Instructions/Peer Comments:

Instructions: Click the flag to play. Read through the game instructions and scenarios, and make choices by clicking buttons when prompted.	
Pro: Features Liked	**Con: Aspects that were confusing, buggy,**

	or etc.
● I like how you have smooth transitions and animations ● Good story/game, like the multiple choices to be able to choose what you want to happen ● Very interesting story and cool animations ● The story was very interactive and interesting to watch ● No bugs that I could see ● Best Game EVER ● Has funny choices ● The storyline is good ● So funny and unexpected! The storyline is pretty unique, in a good way! :) ● So many endings in creative ways	● Maybe there is a skip button for the beginning because everytime you die it takes a long time to play again. ● The story was very confusing and I did not understand the overall concept of the game ● It's a very short can quick story, however, the cutscenes can make players impatient, add a skip button ● The character is a bit short for the environment, ex) the kitchen he is about the same height as the stove. ● Joltixfire didn't have a walking animation ● The story progresses too slow

Conclusion:

Apollo:
1. The brainstorming and the flowchart helped us plan what scenes we will add and what features we would want to implement into our project. Having in class time to further discuss while making progress on the project was helpful.
2. Working on the story at home without communication is difficult because my partner could have had a "great idea" to finish the story but if I finished it, my partner's great idea would never become part of the project. However, having different storylines branching off gave us different parts of the project for us to work with without ever running into a problem with each other.

Josh:
1. The creative process that we used was very useful, but rather slow. We would much rather have done the peer feedback sooner, instead of having to discuss so many ideas. Regardless, the peer feedback was extremely useful, as they suggested a lot of interesting and viable additions to our project. The flowchart was also vital to planning out the structure of our game.
2. The flexibility of myself and my partner was vital to the completion of the game. If either of us needed to make changes to the game at home, we would inform the other ahead of time so that we didn't create seperate versions. In addition, we had a remarkable synergy - when one was coding, the other was hard at work doing documentation. Overall, the project went relatively smoothly, except for the fact that we could have made the game longer if we had a little bit more time.

Daily Log:

30th August 2018:

Today, we brainstormed ideas and discussed multiple game and story mechanics that we could integrate into our project. We decided to make the project more of a story instead of an actual game; however, we still discussed some game elements that we could use. We also identified two main ideas that we would build up on.

Josh:
I suggested and developed ideas with Apollo to create a comprehensive list of brainstorms.

Apollo:

Josh and I brainstormed ideas for our project. We discussed game and story features that might make our project more interesting and also viewed some game topics that we could use (mainly killing). I think we will make a story and maybe create a hybrid.

31st August 2018:

Today we added our three tiers to the idea that we wanted to build on the most. We discussed mechanics, possible choices, and started a flowchart. The first tier consists of the basic framework of the program. The second tier contains extra features to be added to the program, and the third and final tier represents the future goals of the game. We then shared our ideas with another group and received feedback.

Apollo:
I started a flowchart of our story (hybrid with game) with Josh. We decided to have a background of the main character to introduce the game. We added onto our preliminary brainstorming with 3 tiers: first tier (required), second tier (optional--our additions from the first tier), and third tier (our game goal if we were given surplus time.

Josh:
I have created the scratch game and have named it. I also brainstormed the initial stages of the game.

3rd September 2018:

Apollo:
Today at home, I reformatted our brainstorming and the pair feedback we received to match the correct format Mr. Brown requested.

4th September 2018:

Today, we finished the first version of the story. The introduction and framework of the story have been completed. In future versions, we will be adding more characters and scenarios.

Josh:
Today I was in charge of the main coding. I created a title screen and the starting scenario for the game. I also made the character introduce themself and explain the concept of the game. The first scene, which involves a kitchen and a doorbell ringing, was completed. I was in charge of creating the artwork and implementing it into the code. This was our first version (V.1).

Apollo:
Josh created the game on his account and coded but we still discussed together on what to code. We got the background story set up with the play button to initiate the

start of the story. We included our main character introducing himself with the name of the username of the Scratch account you were on. He states the goal of the game: to die. We also set up the Scene 1 and finished it with the doorbell ringing. Now we need ways to connect Scene 1 to the next scenes. (v.1)

5th September 2018:

Josh:
Today we worked on our second version of the story. We created yes/no option buttons for the character to decide on what to do. We used broadcasts and variables to define at what moments certain situations occurred.

I helped to make sure that the code was in shape and suggested things that we could add to our story. However, we did not get much done in class due to the shorter period.

Apollo:
Our time spent was not as productive as we had hoped to be. We created two sprites--yes or no--which are choices for the user on whether to answer the doorbell or not. We also made the code to make the play button interactive (when mouse is touching the play button, the size of the button increases to 130%). However the dilation is not centered and needs fixing.

I went home and recentered the "play button" sprite in the costumes tab. I also gave the yes or no buttons/sprites have a blue border when the mouse was touching the sprite. I created reactions for Scenario 2.1 where the main character answers the door. (v.2)

I started on Scenario 3.1 (direct consequence of 2.1 with no choices given) with the main character receiving his eBay order. However Scratch crashed because the plug-in stopped working and I decided to stop for the night. Cause of crash is unknown.

6th September 2018:

We added the options to Scenario 3.1, which was the situation in which the person decides to open the door. The three options are "Gun", "Pillow", and "Bubble Wrap". We also added selection animations to the new options.

Josh:
Today, when I went home, I worked on the scenario that occurs when the main character decides not to open the door. I created an animation that showed Scratchy punching the main character with a dramatic "POW!" effect in the background. Since I could not find a doctor sprite, I used a wizard instead. The doctor shows up after the main character thinks that he is finally dying, and the doctor ends up healing them. I made sure to comment my code, and thus was V.6 completed.

Apollo:
Today Josh and I added 3 options to Scenario 3.1 (Gun, Pillow, and Bubble Wrap). However we need to add the section for "NO" (Scenario 2.2) and add the ending scenes for when you win and lose. Moreover, additional aesthetics to improve visual quality were added.

At home, I remixed what Josh had done (v.6). I created the ending scene for when you lose. You go to a game over backdrop and the words "GAME OVER" drops down and bounces twice. If you win (only death-by-bubble_wrap), you go to a yellow background with "You win!" and tells you how you died. Also the backdrop has words that tell you to press 'r' if you want to replay the game.

This resulted in the completion of V.7, our final version.

7th September 2018:

Today was the exhibition day. We set up the game on the center monitor, displayed our code on the left, and put up our feedback sheet on the right. We then made sure that everything was in order by playing through it one last time.

Apollo:
I replaced the paragraph form feedback given to us into bullet point notes for easier readability.