

Baba Yaga - Project Meeting #2 - Alexa & Kestrel

(1 mark) Acting Like a Designer: Briefly describe how you have been doing the Iterative Process of your Design.

For the iterative process of our design, we are going through the different encounters with the critters in the game as they are the most important aspect of our design and our players progress throughout the game through each critter. We begin with the tutorial monster and then take different pathways to all the little critters to make sure all encounters are working, the progress bars, animations and music are activating and what bugs need fixing. Each run will be a different focus, for example, one run will only be focused on animations working properly.

(1 mark) Design Goals: Describe what your final design goals are.

Our final design goals are to create a game that has interesting environments and characters that are unique. The forest is quite big and will take effort to find each area you need to with each critter. We want our critters to be cute while still being on theme with witches and a semi spooky landscape. We want to design our game as an experience people will remember and want to explore. To make the game more difficult we will most likely not include a minimap within the interface and challenge players to find their way through a forest, much like you would in real life. We are trying to include real life elements into our fantasy world so that the player can feel more connected to Baba Yaga.

(1 mark) Paper Prototyping plan: What kind of prototyping have you been using?

Our paper prototyping will be sort of based on Dungeons & Dragons gameplay. The person running the game will act as the narrator and describe the environment the player is in, such as there is a lake or a cave. Players will enter an environment and will have to roll a dice, an odd number will mean they will encounter the house critter, and an even number will mean they will have to fight an evil monster. Each type of monster will have different mechanics, evil monsters a player will have to roll to get away, a house monster they will have to roll to capture. The further into the game the harder the rolls become. Players also receive the 3 potions like in the game and all the monsters will have a potion that works on them and the others will have more resistance towards different potions. Players roll dice to damage the monster's HP. If the monster is resistant to that potion, their damage is their dice roll plus -2. If the player roll results in a negative integer, the damage will just be 0. With each house critter captured, the player

receives a piece of the house, if a player is defeated by an evil monster, they lose a piece of the house.

(1 mark) Game Testing: Describe how you will do game testing.

We will play the game many times, trying different things we know could happen such as someone trying to get out of bounds. We will also have multiple players test the game as everyone plays games differently. We will include both experienced video game players as well as beginners to see if there are any bugs to be ironed out or if the challenge aspect needs adjusting.

(1 mark) Auto Evaluation Questions: Include a list of questions that you have at this stage in your process. Explain your remaining steps for the game completion.

How will we code the throwing mechanic?

Should we incorporate a climbing mechanic for ease of gameplay or flatten the terrain so it is more walkable?

What kind of music fits our theme?

How many evil critters do we need?

Should we have path indicators to guide players to each critter or let them free roam?

Should the Baba Yaga character have her own HP?

Remaining steps

- Paint terrain
- Input 2D and 3D models into unity
- Add all textures
- Audio inputted
- Lights
- Code dialogue and opening scene
- Code interface
- Code battle interface
- Movement/animation completion
- Detail work
- Play testing
- Fix Bugs