

MakeItAwesome: Doon

SA Presentation



Introduction

- Introduction:
 - Group Members:
 - Amara (TL4)
 - Items
 - Andreas(TL2)
 - HUD
 - Game Manager
 - Caden (TL5)
 - Enemies
 - Elizabeth (TL6)
 - Controls
 - Protagonists
 - Joe (TL3)
 - Audio Manager
 - Menus



Doon

- Goal:
 - Create a game which allows users to experience the Dune universe.
 - Emphasis on story telling but within the medium of a platformer game.
- Story: Based on Dune
 - Story/Adventure style platformer game.
 - Multiple possible endings.
 - More to come in the story board slides.



Storyboard: 1



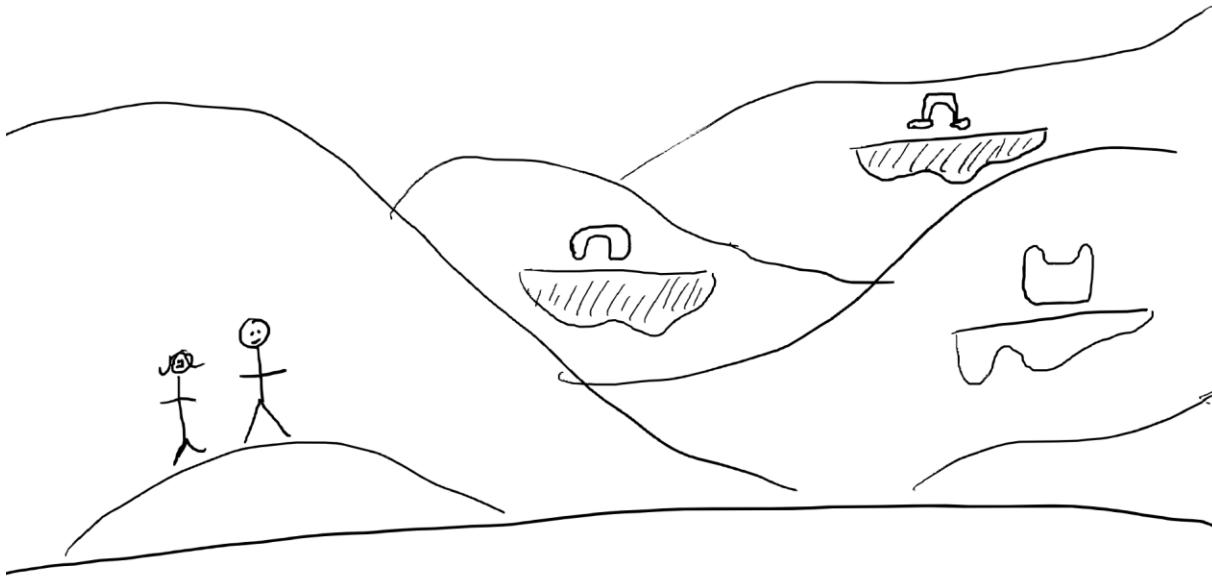
Doon opens with the Paul being dropped in the desert with his mom. They are alone after his dad and house were killed by the Harkonens and Feyd Rautha. He must now survive and bring Feyd Rautha justice for his family.

If he does care he can run off with Chani, a total stranger who looks like Zendaya, and fall in love. The end.



Storyboard: 2

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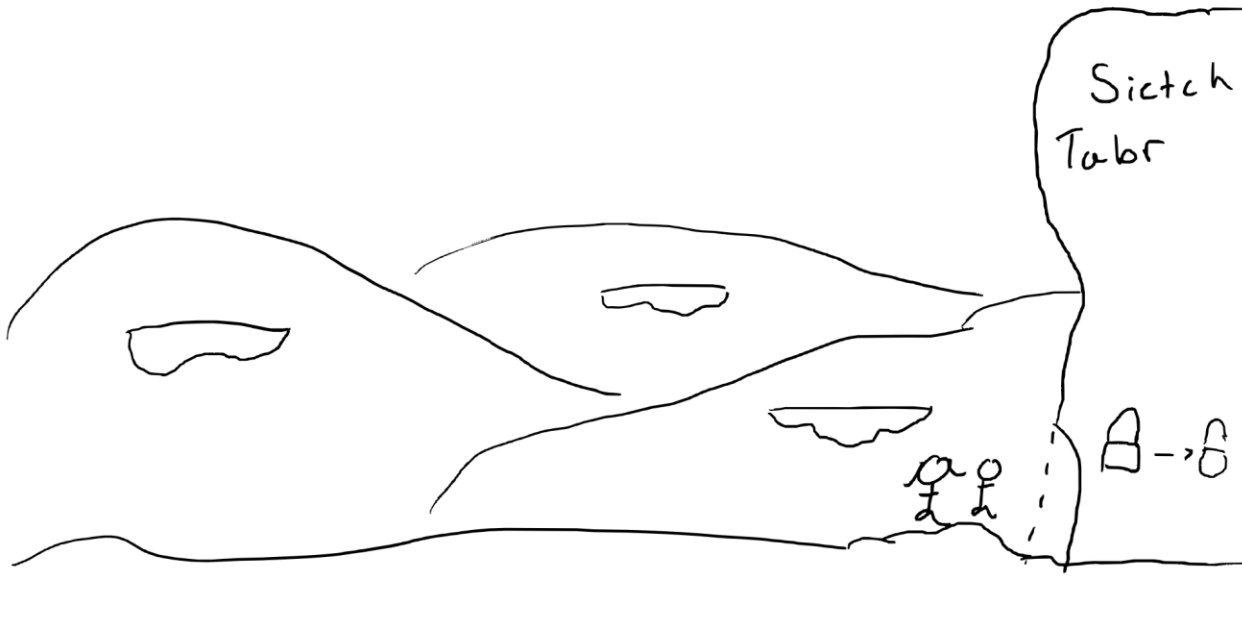


Paul starts level 1 when his mother comes into the scene and tells the Paul they need to find four items: a knife, tent, hook, and stil suit. She tells him to watch out for Harkonens and find the water of Shai Hulud so that he can have strength for the journey ahead.



Storyboard: 3

End of Level 1

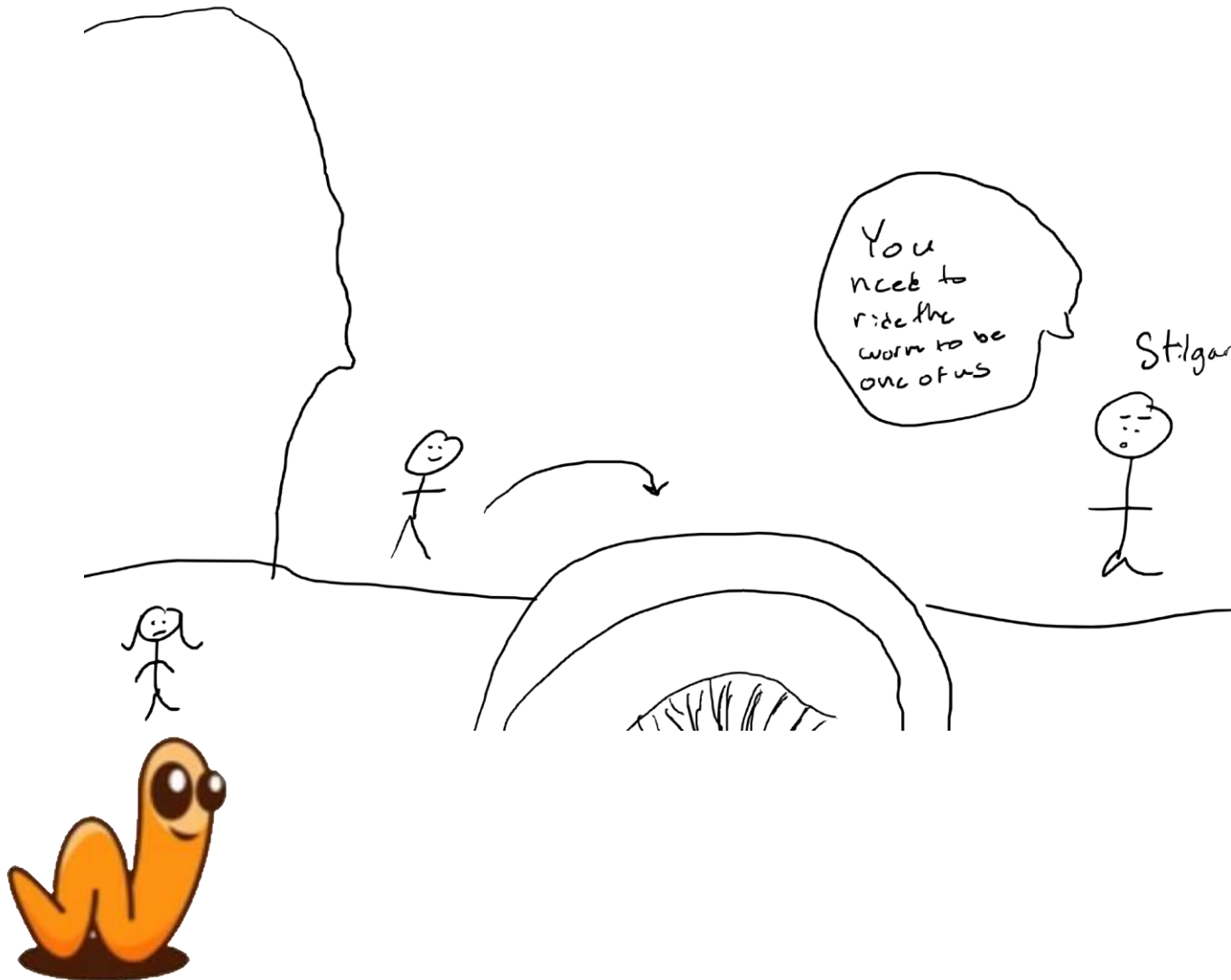


Once the Paul finds all the items and makes his way to Sietch Tabr (Doon village), he can enter and end the first level. Within Sietch Tabr, Paul can begin Level 2.

If they reach Sietch Tabr before collecting all the items, a dialogue box pops up telling them they are not ready to enter.



Storyboard: 4



In the opening scene of Level 2, Paul is approached by Stilgar. He asks if Paul is ready to ride the worm. Paul then moves over and hops on top of the worm and sets off to find and fight Feyd-Rautha.

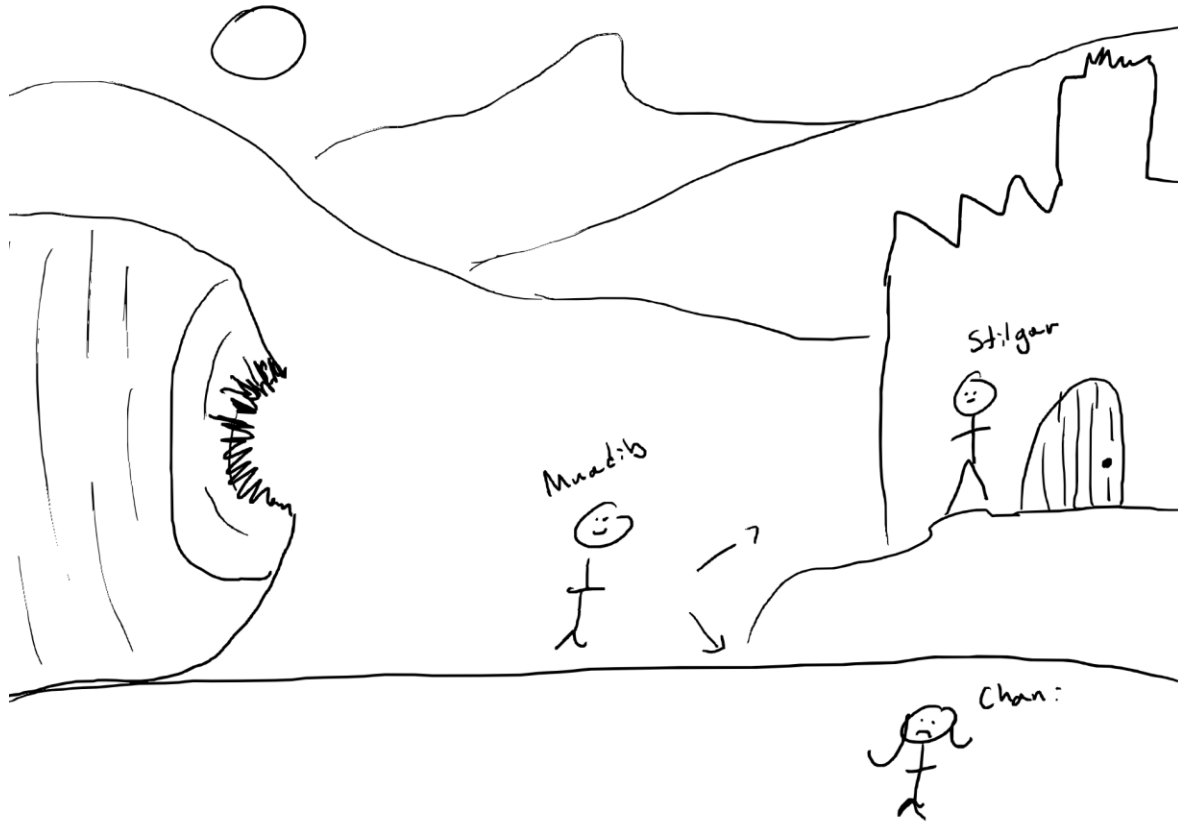
If he chooses not to ride the worm, he can return to Sietch Tabrand finish off his days, in love, with Chani. The end.

Storyboard: 5



After Paul successfully mounts the Shai Hulud, he now needs to ride all the way to the emperor's palace to fight Feyd Rautha. Paul will need to avoid ornithopters, and get water for adventures ahead. He can't lose too much health, or he will die.

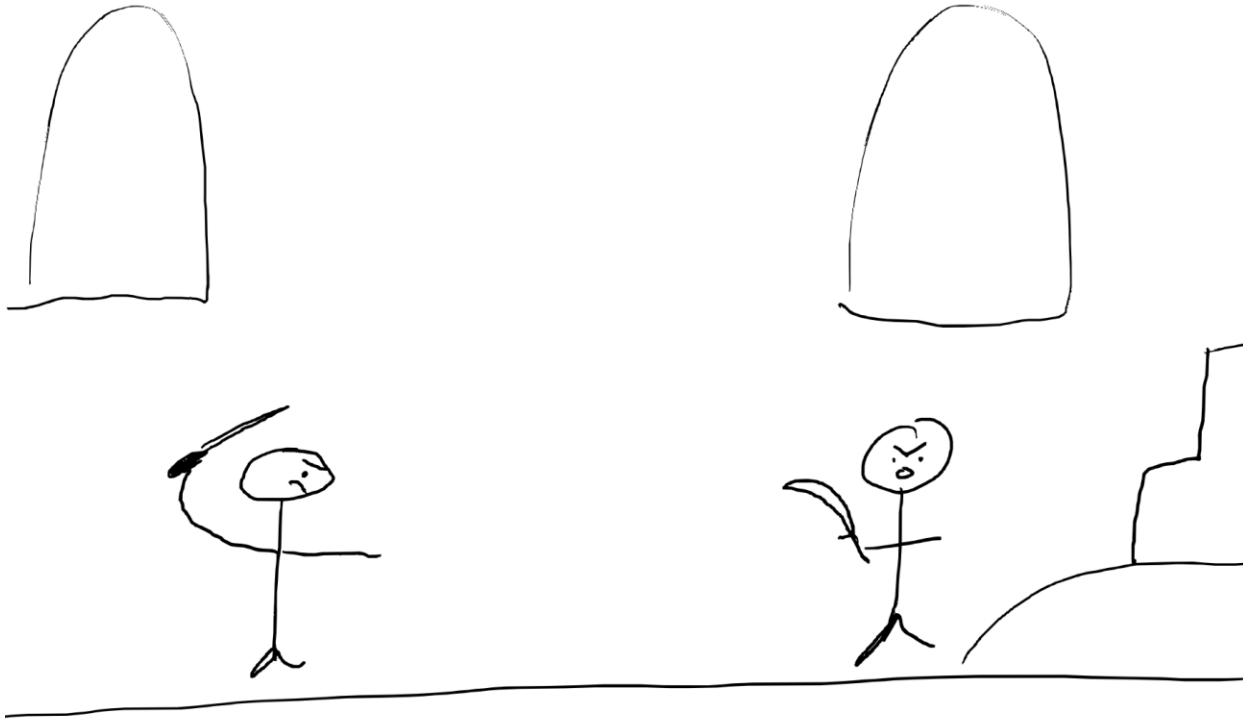
Storyboard: 6



After completing the worm-riding level, Paul is now Maudib and gets off the worm at the entrance to the palace. Then, he is faced with a choice. He can choose to go with Chani and spend the rest of his life with her, living out the rest of his days in peace. Or he can go with Stilgar to fight Feyd Rautha, which will bring a green paradise to Arrakis and genocide to the rest of the galaxy



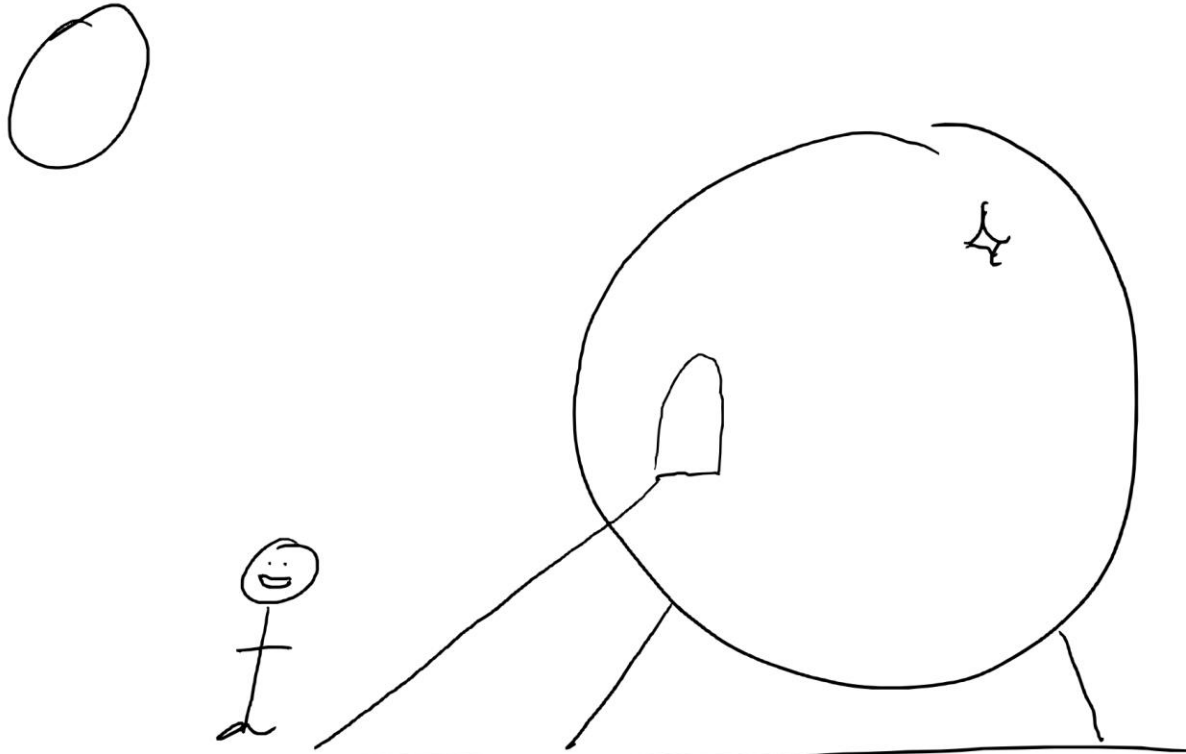
Storyboard: 7



Maudib decided to dual feyd Rautha. He needs to defend himself and attack the Harkonen Scum. If he wins, he will be emperor of the galaxy and bring a green paradise to Arrakis and genocide to the rest of the galaxy. If he loses he will die.



Storyboard: 8



This is a cutscene that signifies the end of the game. After winning the fight against Feyd Rautha, Paul enters a spaceship and begins his conquest.



Storyboard: Leave with Chani Ending

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If Paul decides to leave with Chani and not continue today his journey to defeat Feyd-Rauth, he can instead take the worm and ride off into the future together. This ends the game with Chani.



Context Diagram

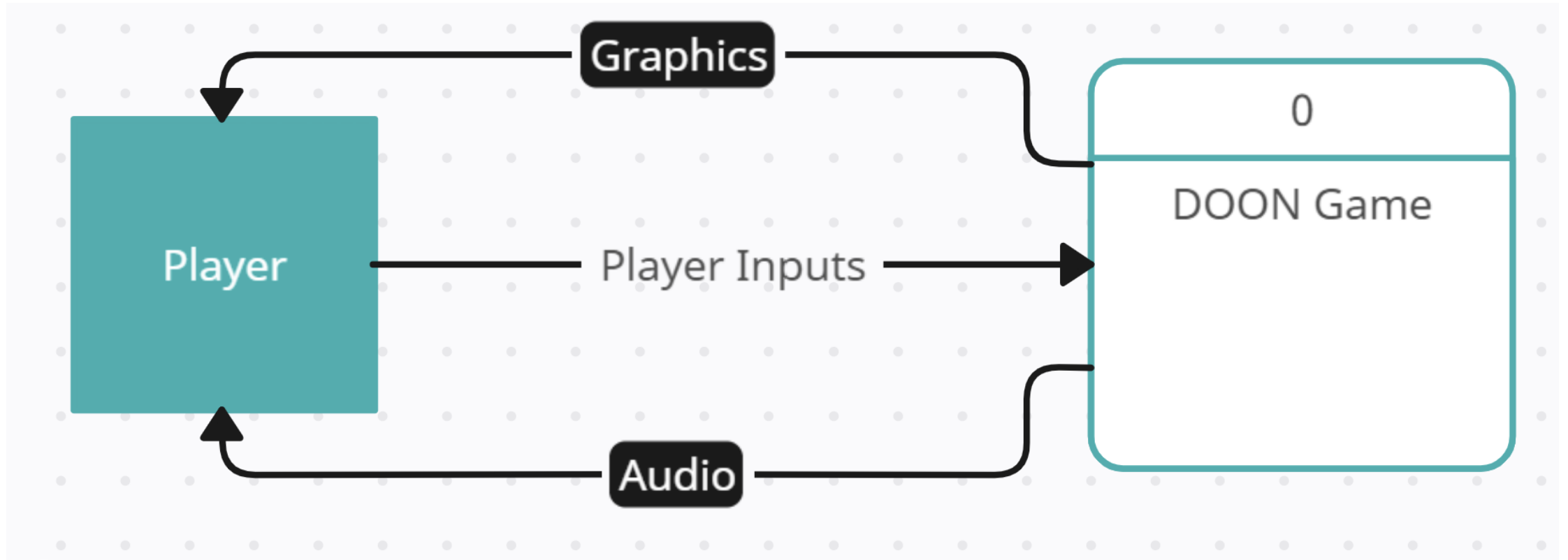
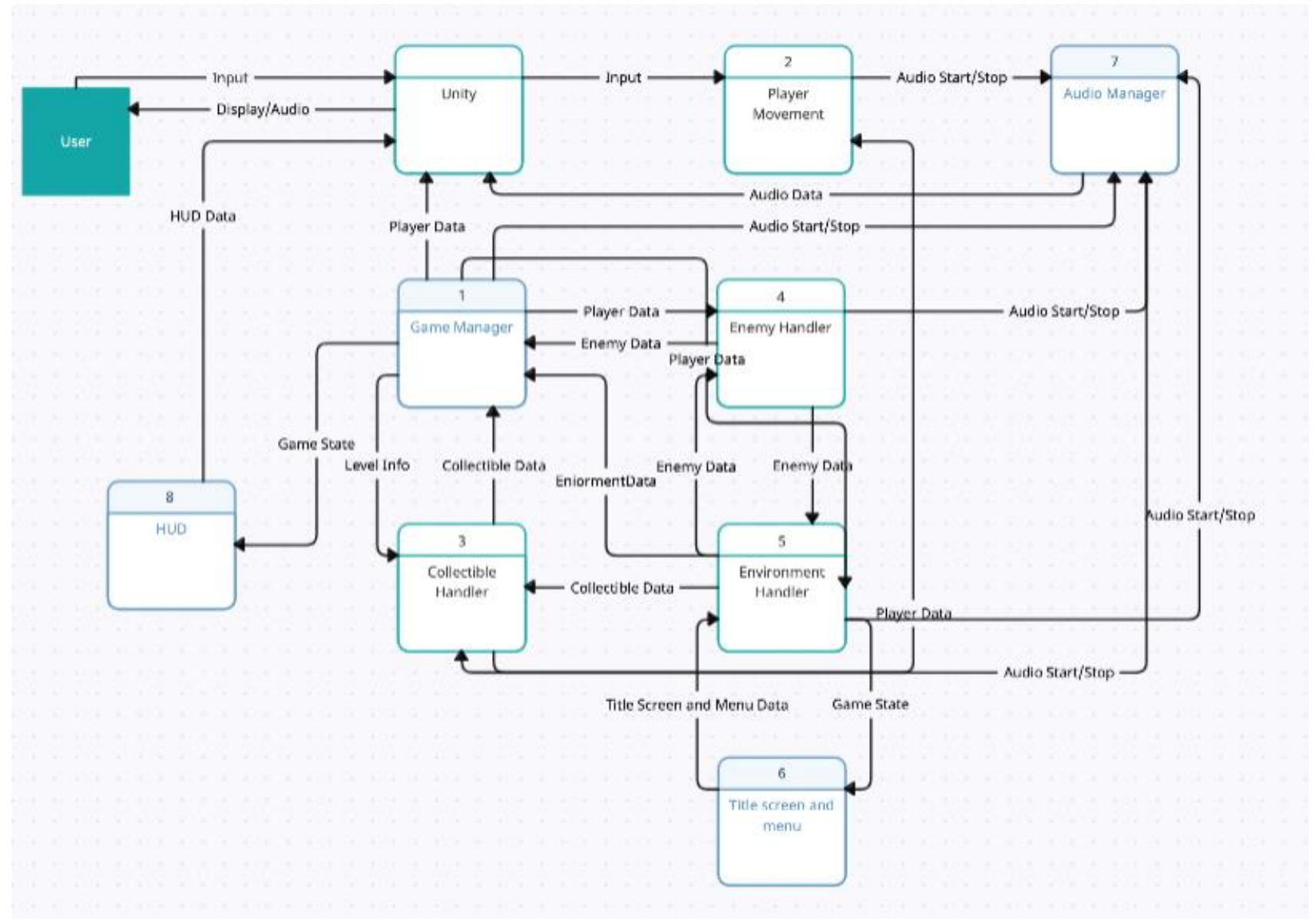


Diagram 0

Responsibilities:

- Amara
 - o Collectible Handler
- Andreas
 - o HUD
 - o Game Manager
- Caden
 - o Enemy Handler
- Elizabeth
 - o Player Movement
- Joe
 - o Menus
 - o Audio Manager
- Other
 - o Environment Handler



Everyone

Global Use Case: Find Stil Suit Items

- Amara (TL4)
 - Items: Collect items (knife, tent, hooks, water)
- Andreas(TL2)
 - HUD: Display current items collected (inventory).
 - Game Manager: Which are collected or not.
- Caden (TL5)
 - Enemies: Avoid enemies who track position.
- Elizabeth (TL6)
 - Controls: Move around to avoid enemies and collect items.
 - Protagonists: How they move individually
- Joe (TL3)
 - Audio Manager: Play audio with jumping, running, etc.
 - Menus: Pause menu if selected.



Everyone

Joseph Baruch

- TL3: QA Manager
- Features:
 - Audio Manager
 - Title Screen / Pause menu



Audio Manager

- Role in overall project
 - Feedback to user on their actions.
 - Adds to experience and help immerse into Arrakis.
- Priority: Low
 - Not needed to play or enjoy game.
 - Adds to experience but not required.
- Work Complexity: High
 - Need to handle unfamiliar data (audio assets).
 - Streamline integration: Tie into almost all actions in the game efficiently.
 - Vocals are pitched high so I might lose my voice when recording.

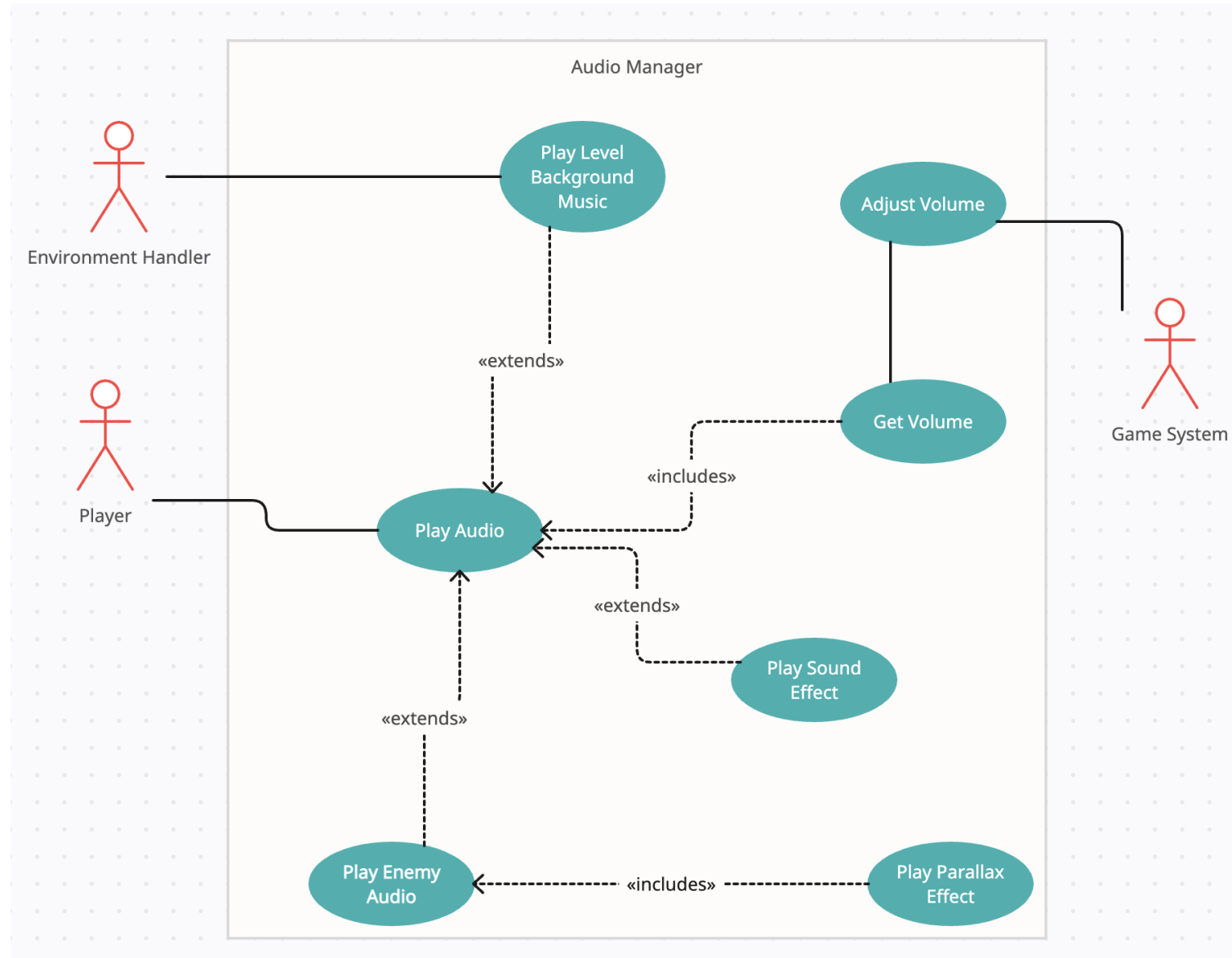


Title Screen / Pause Menu

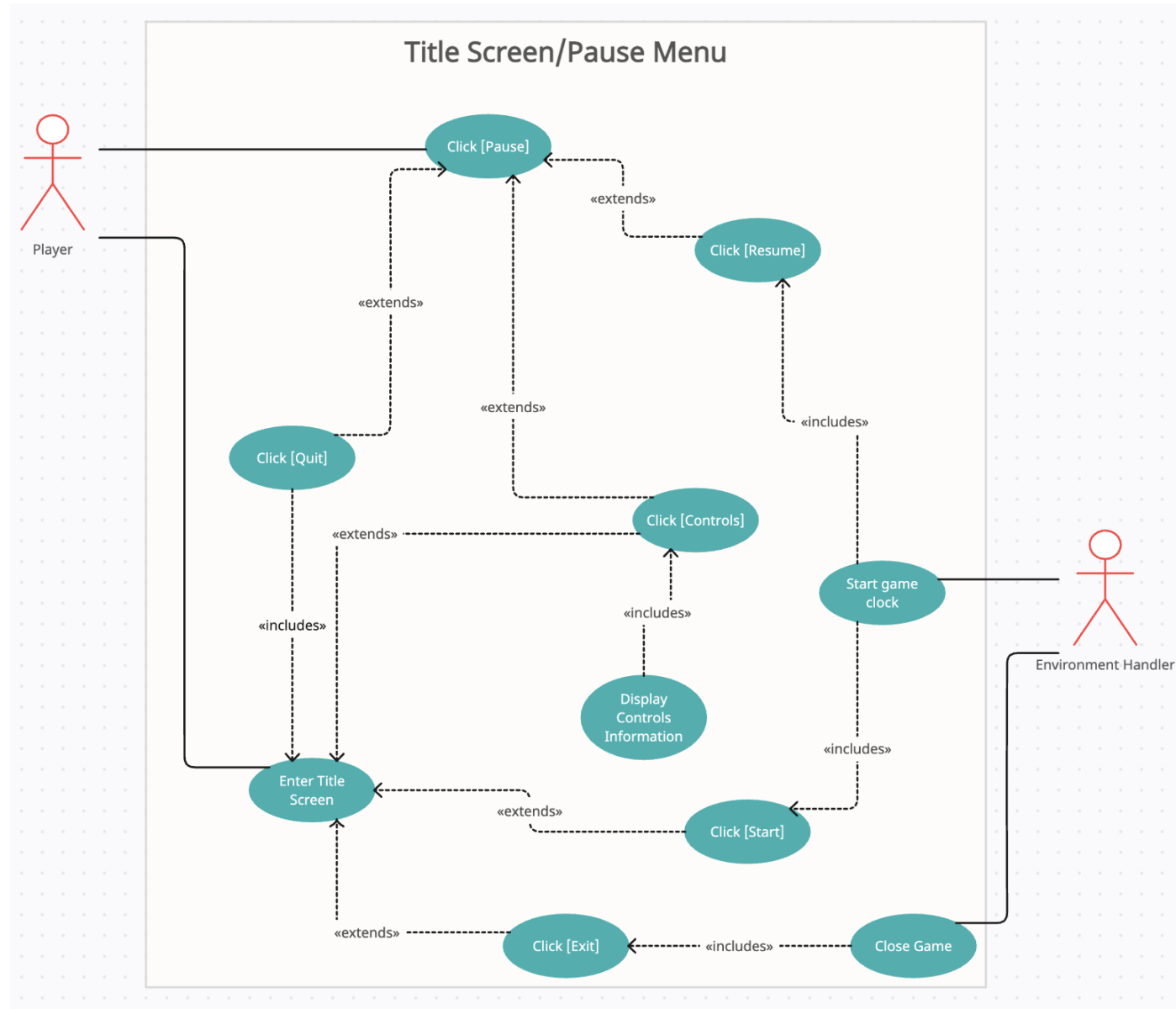
- Role in overall project
 - Starting/Stopping/Pausing Game.
 - Adds to experience of game: Ease the user in and out of the game.
- Priority: Medium
 - Poor user experience if there is no menus.
 - Could still play the game without them.
- Work Complexity: Low
 - Similar to requirements in the Pong.
 - How: Simply change scene from title screen to main game. Return if necessary.



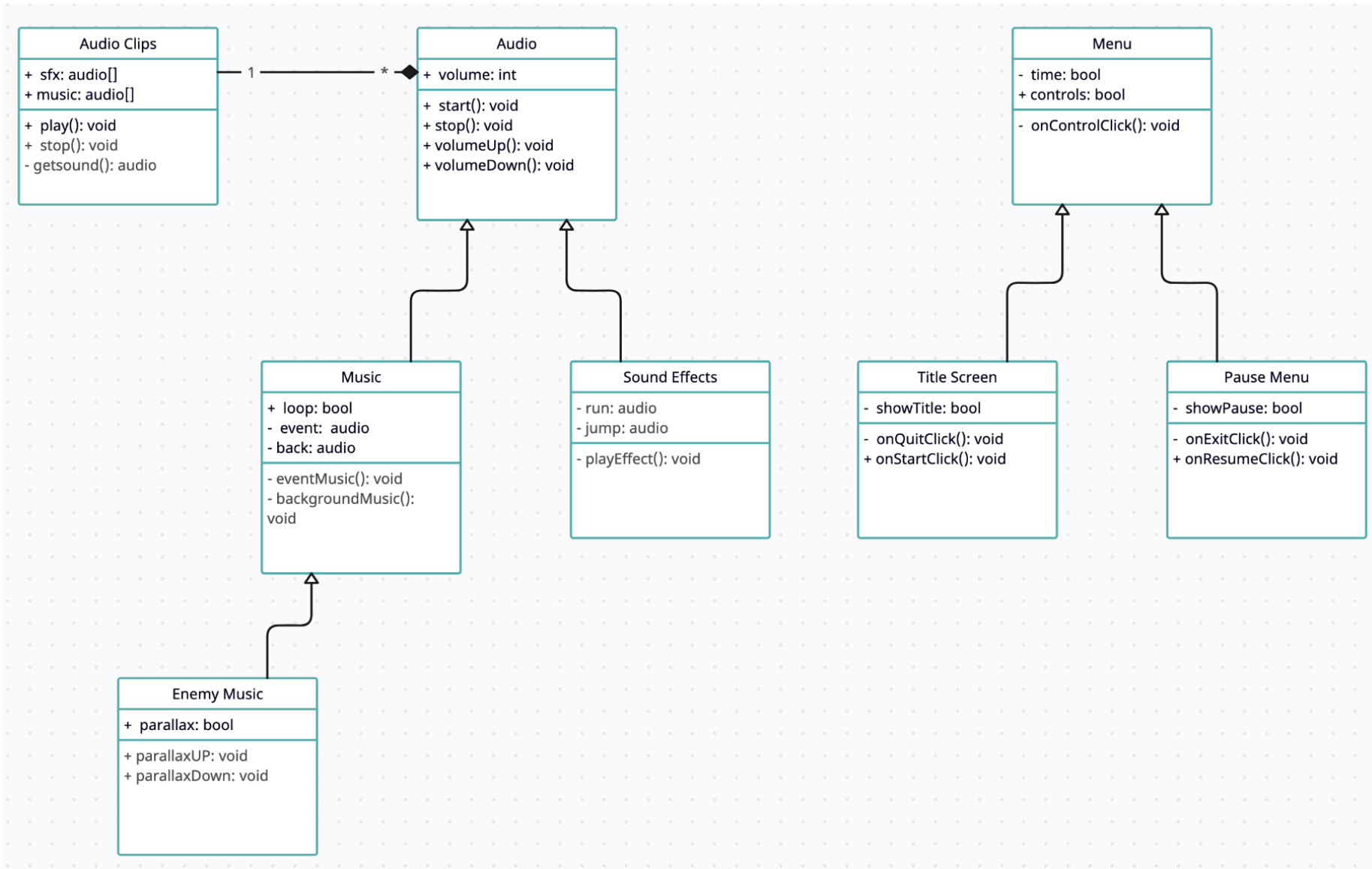
Use Case Diagram: Audio Manager



Use Case Diagram: Title Screen / Pause Menu



Class Diagram



Questions? Joe

Elizabeth Smith

- TL6: Version Control Manager
- Feature: Player and Controls



Player Controls

Role:

- Create Playable Character
- Implement controls for different levels and devices

Priority High:

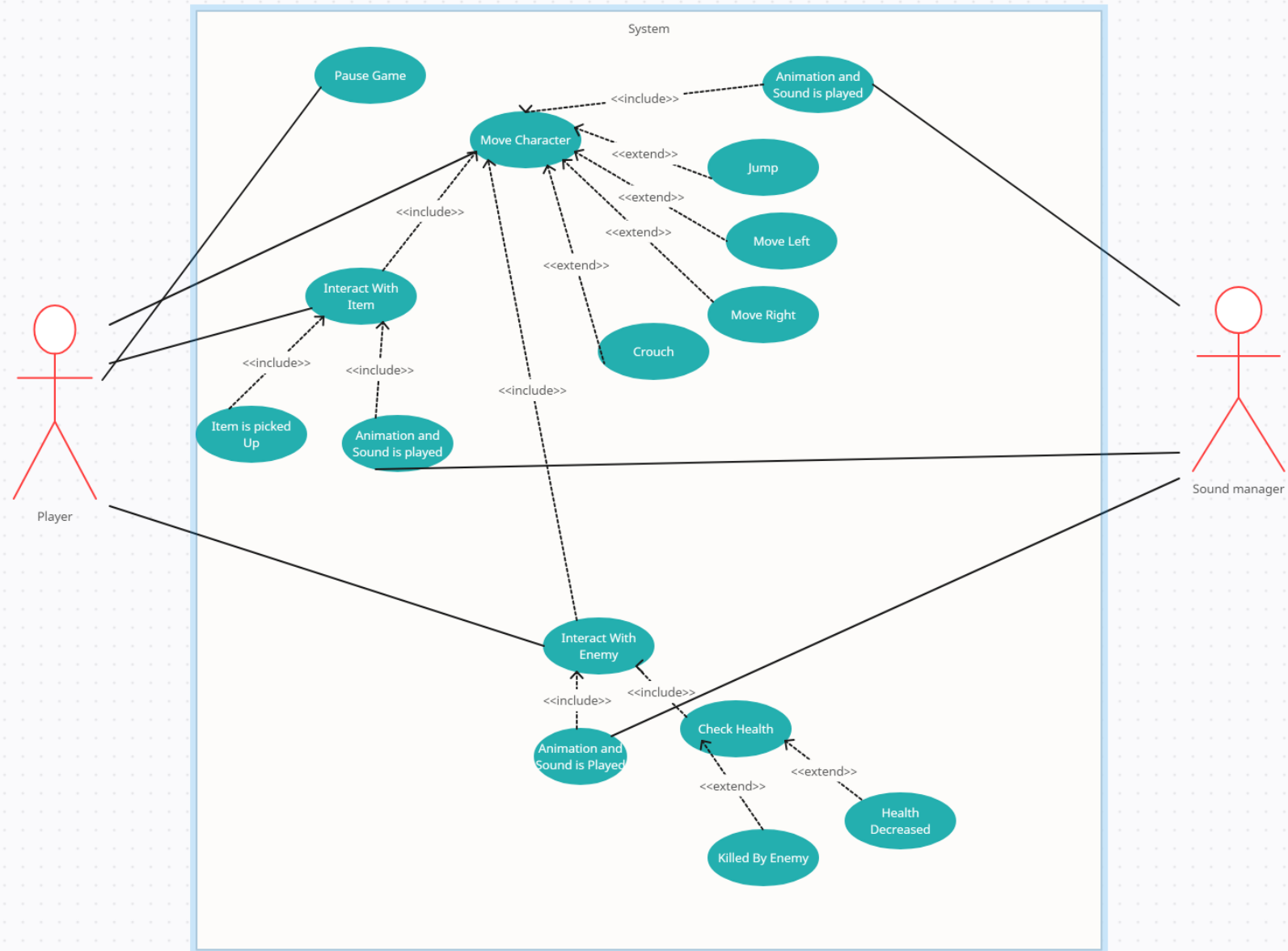
- User needs some sort of playable character and controls to progress through the game.

Complexity Medium:

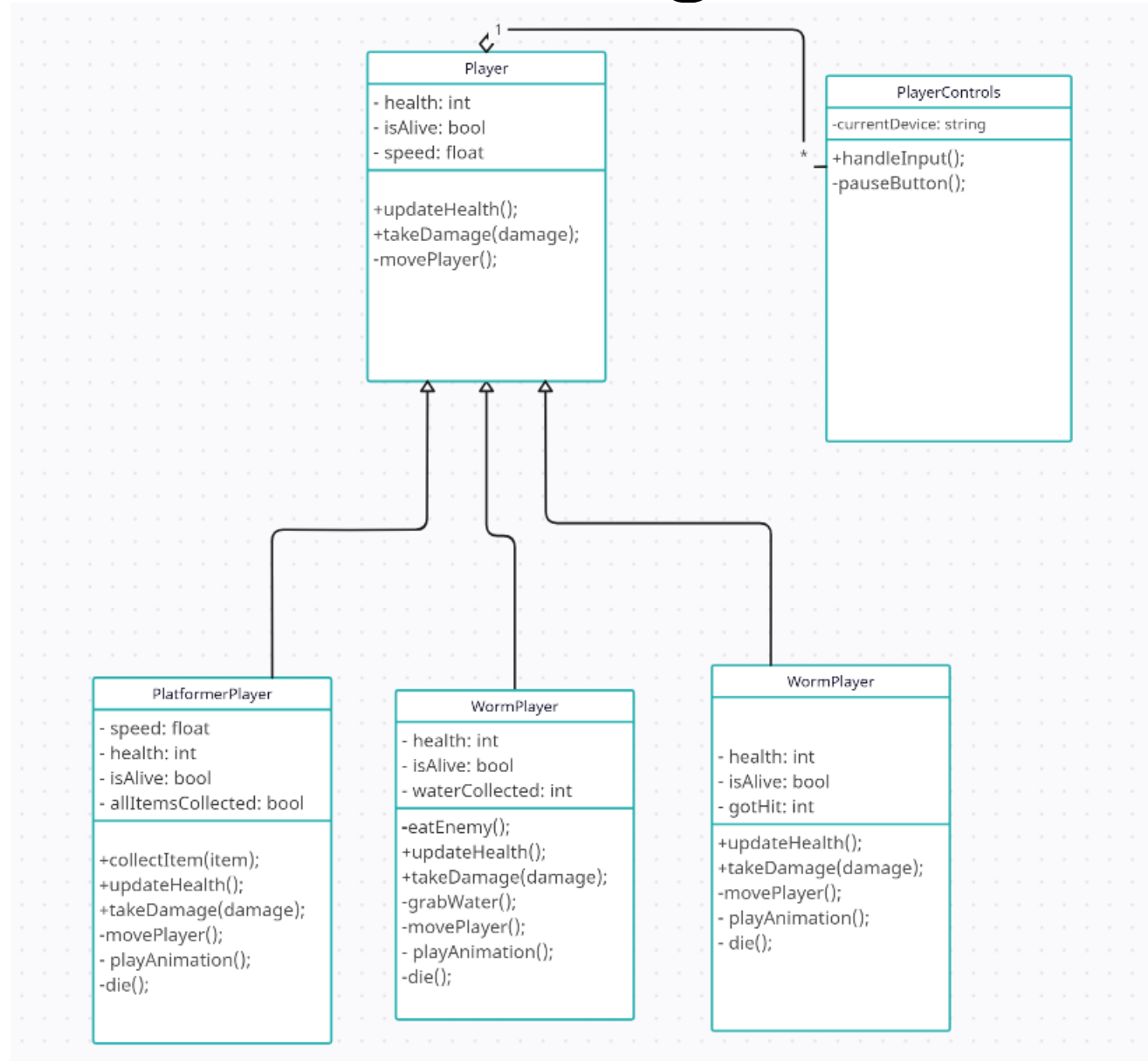
- Hardest parts will be Level 2 mobile controls



Use Case



Class Diagram



Andreas Neacsu

- Team Lead 2: Software Architect
- Responsible for:
 - Game Manager
 - HUD



Game Manager

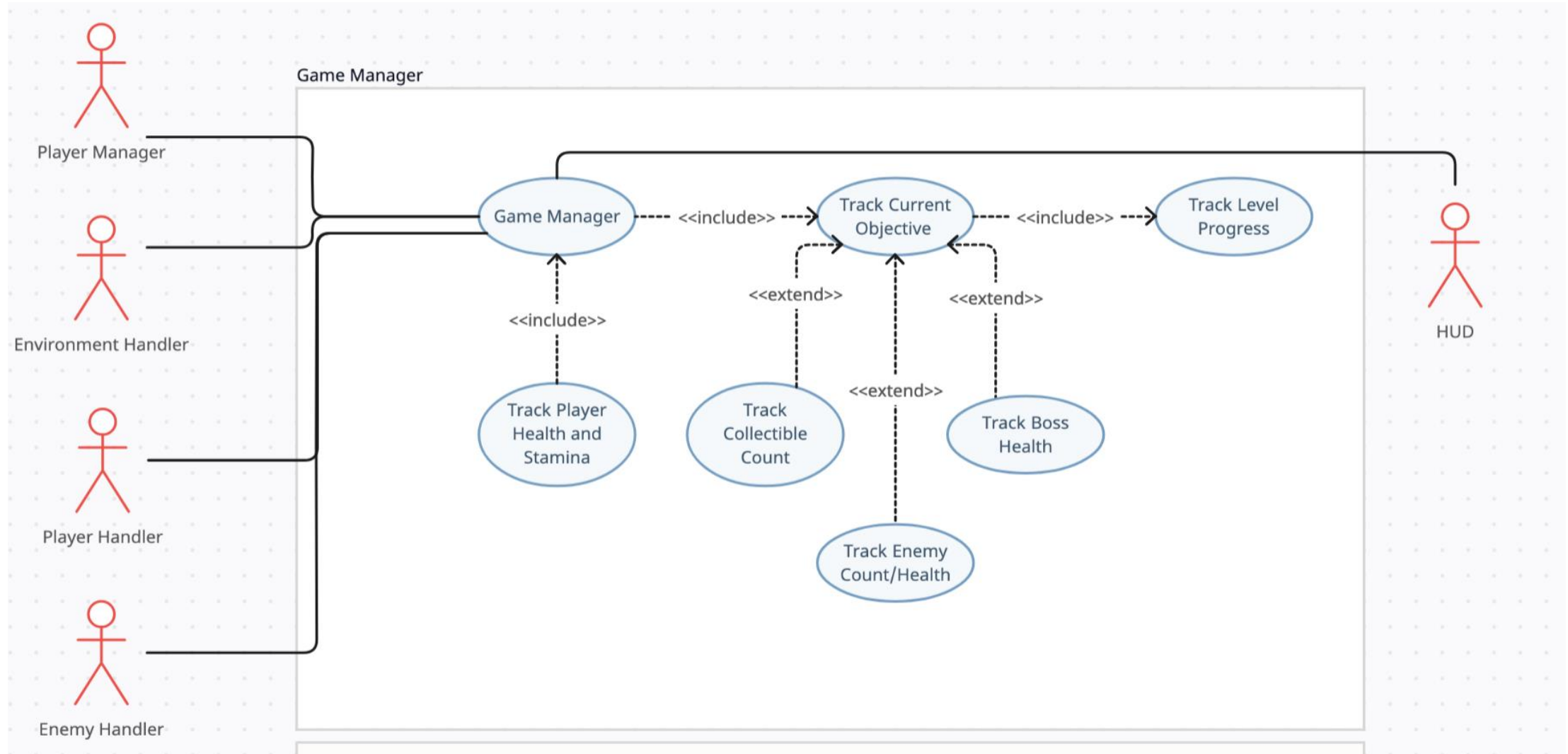
- Role in overall project:
 - Facilitates data exchange between environment handler, collectibles handler, and enemy handler by providing a centralized location for global data to be stored and accessed
- Priority: High
 - Required in order for several other components to function properly
- Work Complexity: Medium
 - The game manager will be responsible for level transitions, managing NPCs, objectives, collectibles inventory, and player / enemy health.



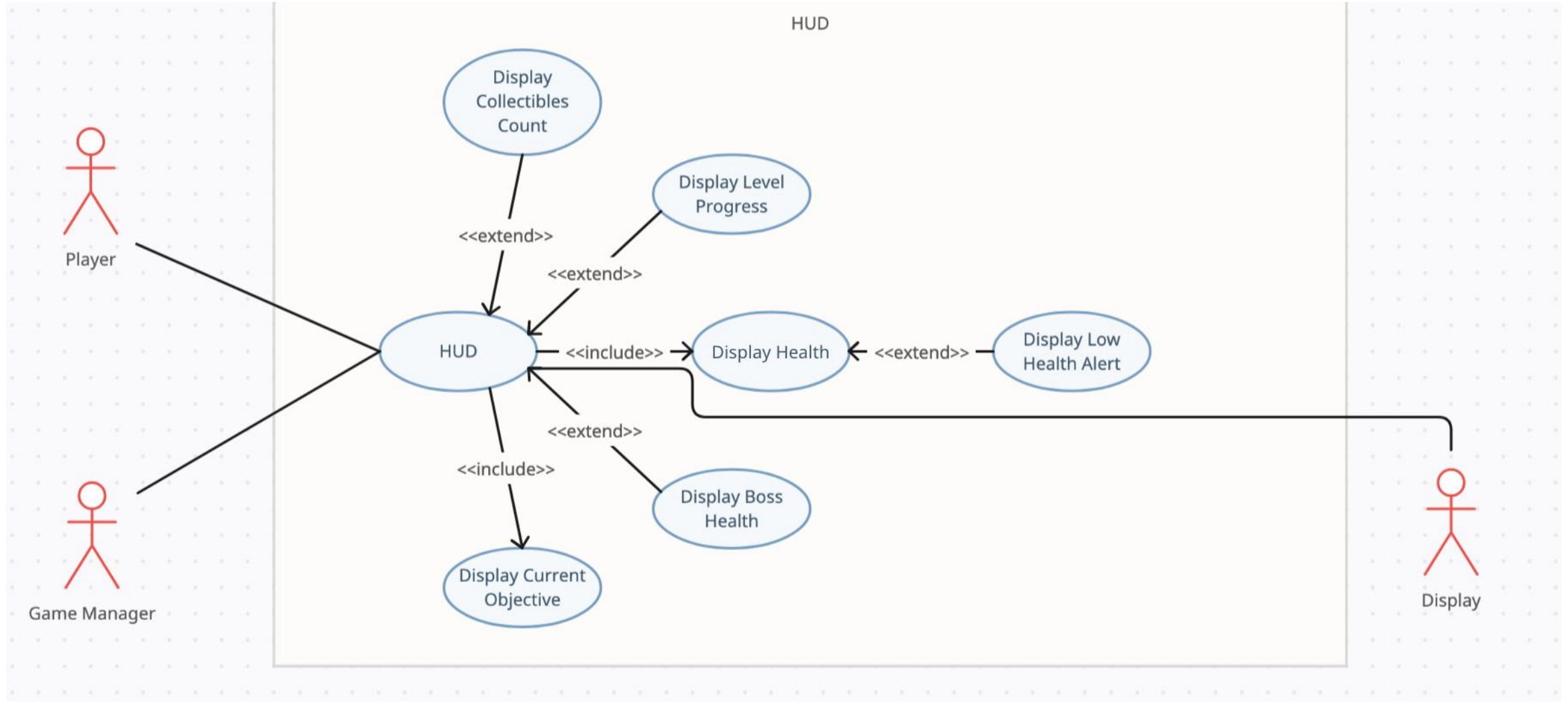
HUD

- Role in Project:
 - Display essential information to the player such as, health, collectibles, boss health, current objective and current level progress
- Priority: Medium
 - Nice to have but not essential for core functionality of the game
- Work Complexity: Easy
 - Creating a GUI and the corresponding assets.

Use Case Diagram (Game Manager)

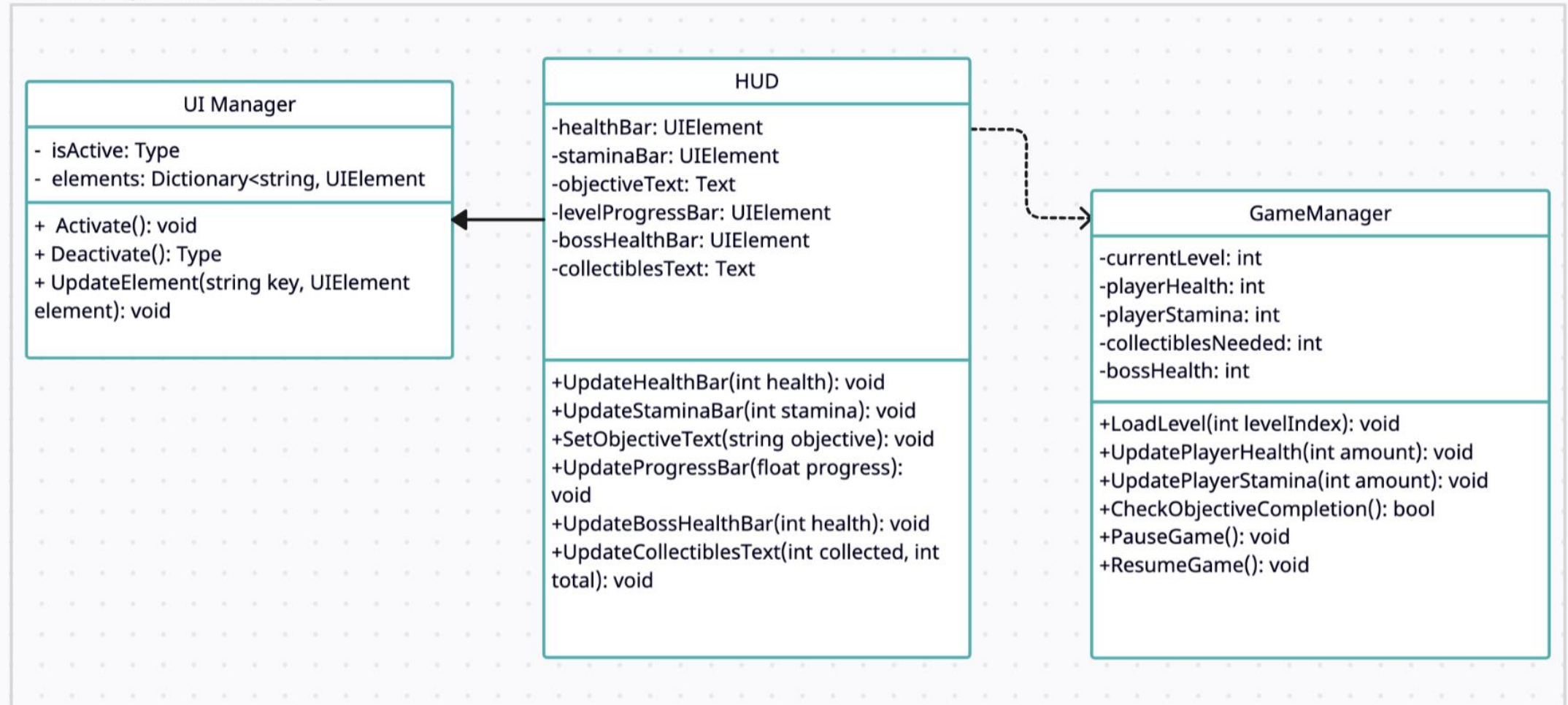


Use Case Diagram (HUD)



Class Diagram

Game Manager / HUD Class Diagram



Amara Jeide

- Team Lead 4: Project Manager
- Responsibilities
 - Collectible Handler

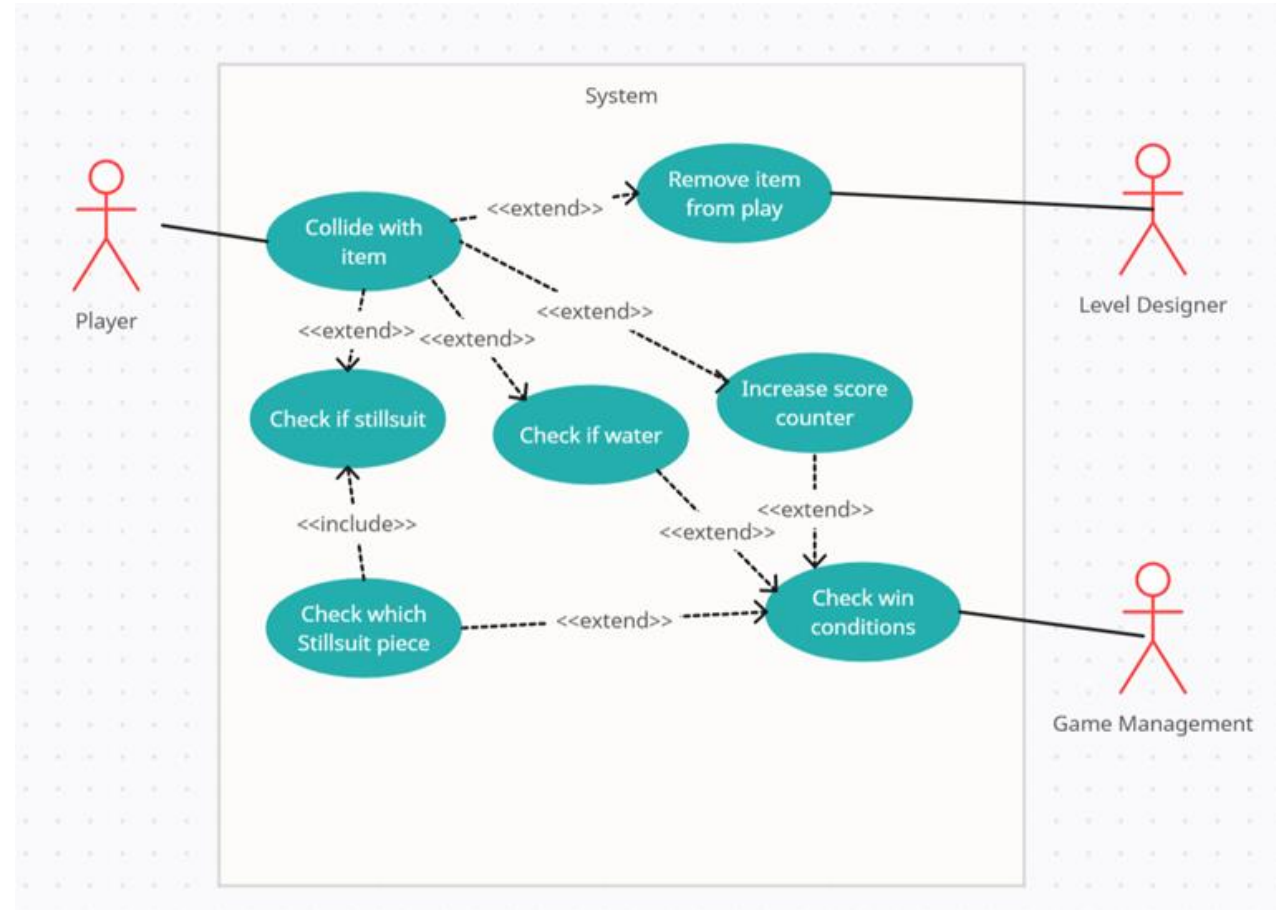


Collectible Handler

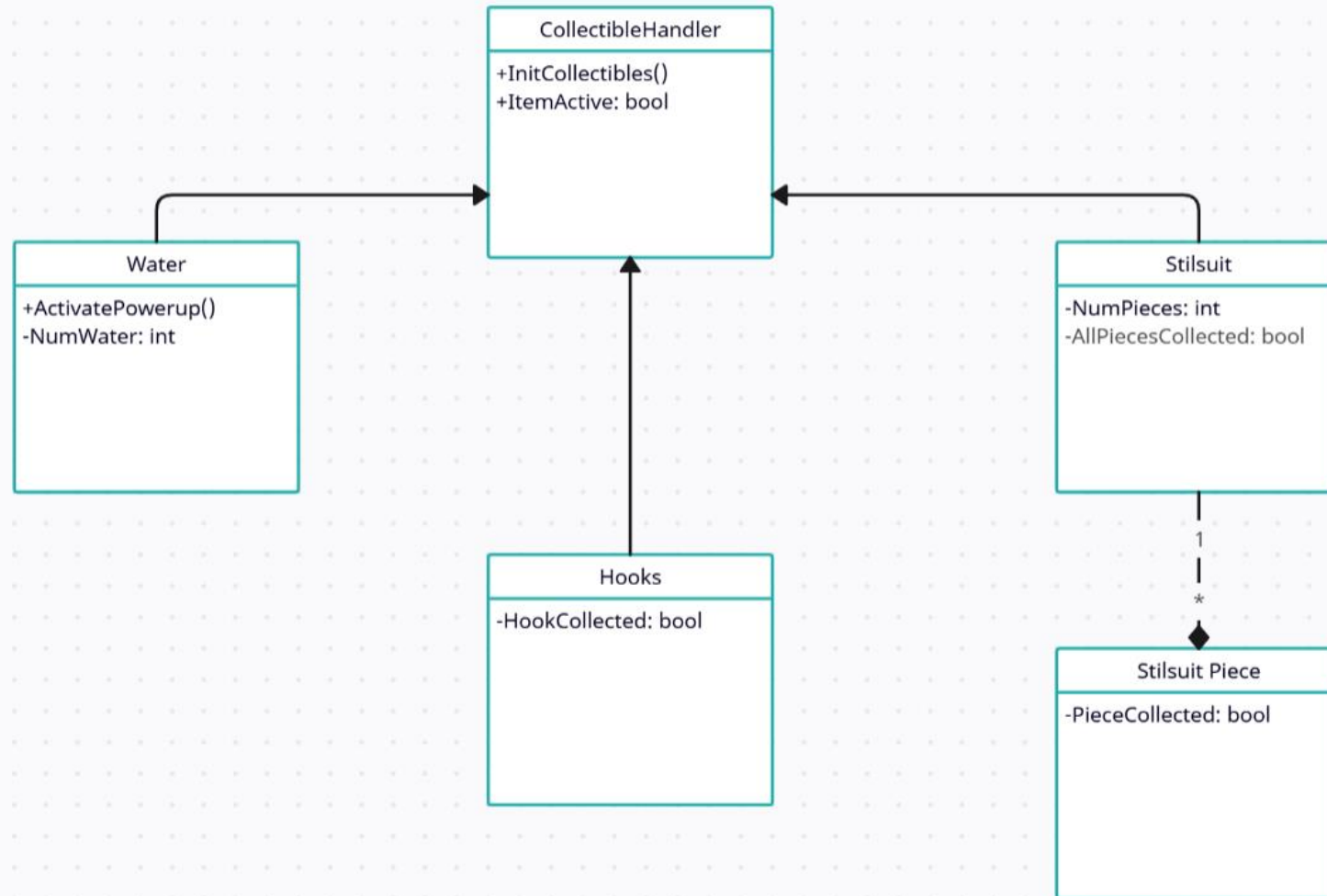
- Roll in overall project
 - Creating and managing all collectible items in game
- Priority: Medium
 - The game will technically run without them
 - Needed for fun/engaging gameplay
- Work complexity: Low
 - Creating items is less complex
 - Properly getting items to mesh with other components of the game is more challenging



Use Case



Class Diagram (rough draft)



End of Presentation: Questions?



Everyone