CATLAG A

A Galaga spinoff.

01.

PROJECT IDEA AND VISION

CATLAGA LOGO

VISION STATEMENT

"For the younger audience who are struggling to find an old-school arcade game with a modern twist, our Catlaga is a fixed shooter arcade game implementing the world's universal love of cats that makes for a fun and engaging cat adventure."

—The Catlaga Team

OUR VISION

An overview of CATLAGA :

- A cat is featured at the bottom of the screen firing hairballs at a variety of objects- mice,pickles, shrimp, etc.
- A multilevel game that progressively gets more difficult as it continues.
- A variety of bosses , each requiring a different amount of hairballs to defeat
- Powerups ! Kibble, kitty litter, and much more.
- Debuffs ! Catnip will slow down the firing rate, a spray bottle will slightly lower health, etc.
- An enlarging stage or screen as the levels progress.
- A score counter to keep track of points.
- A health bar
- A randomized assembly of enemies.
- Basic movement via keyboard (W,D, right, left) and shooting via mouse (left-click).

WHY CATLAGA?

- Catlaga serves as a **fun and interactive** game for people of all ages.
- Our purpose is to **entertain our audience** through a video game through Galaga concepts and the lighthearted implementation of cats.
- We are also driven by **personal interest**. Who doesn't love cats and Galaga?
- As video game lovers, this is an **enticing task**. The old-school nature of Galaga and the public's timeless love of cats make for an **attractive game**!
- This is **feasible** through collaboration and proper tools.
- We will be using an **agile** approach.

Catlaga concept/ inspiration
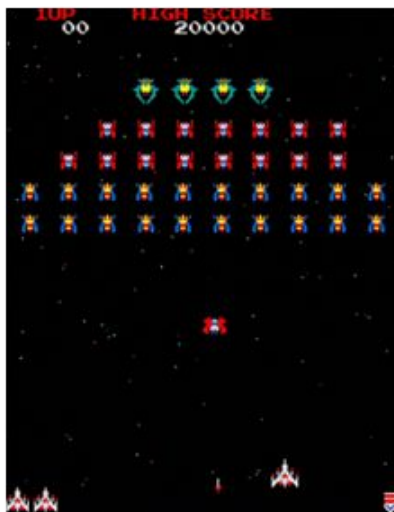
Catlaga Storyline

Kat was born in a Cat-astrophic future where the streets are run by evil shrimp, and destructive rats. Kat will be running the mean streets of Catapolise trying to eradicate this evil. They're trying to find the Meow-mised Land of cat treats and litter boxes. As Kat progresses, they will hear rumors of this Overlord trash panda that they will need to defeat so Catapolise will return to its feline glory.

A LOOK AT OUR GENERAL CONCEPT
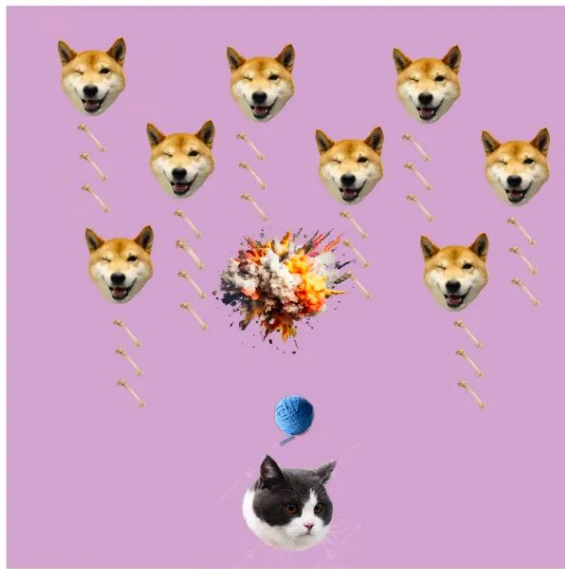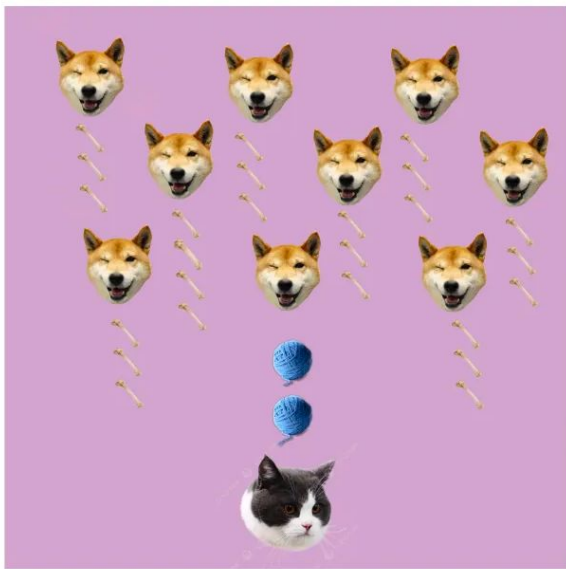
A LOOK AT OUR GENERAL CONCEPT

SOME ENEMIES

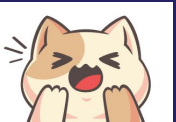## SHRIMP

1 Hit enemy, simple movement

MOUSE

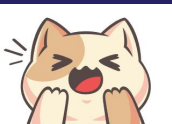2 Hit enemy, wild movement

PICKLE

6 Hit enemy, random movement

OUR FINAL BOSS

THE TRASH PANDA

Formerly known as the raccoon, this boss will take a minimum of 10 hits to defeat. Both wild and random movement are utilized.

02.
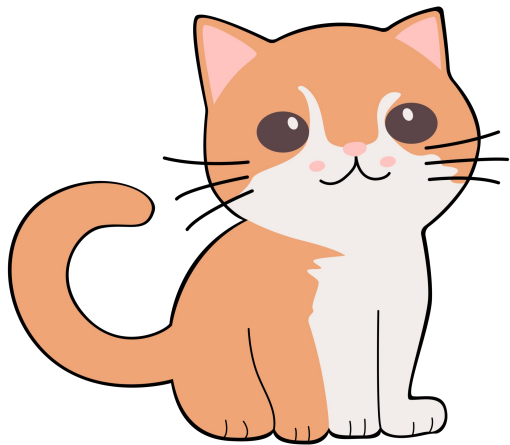
PROJECT TIMELINE

WEEKLY OVERVIEWS

01.
WEEK 1

Outline our vision for CATLAGA. Download all necessary software and become familiar with C#.

02.
WEEK 2

Create game files, coding movement, hitboxes, shooting mechanics

03.
WEEK 3

Title cards, health bars, hit effects, deaths, stages, special items

04.
WEEK 4

Bosses, stage title cards

05.
WEEK 5

Finalizing, continue testing, clean ups

A LOOK AT OUR SCRUM SPRINT 1

SCRUM Sprint 1   30 May – 3 Jun   (2 issues)   0   0   0   **Start sprint**   ...

SCRUM-7   finish slides for presentation   TO DO ⌄   -

SCRUM-8   everyone have Unity and VS studios/VS code downloaded   TO DO ⌄   -

A LOOK AT OUR SCRUM SPRINT 2

☐ ⌄ SCRUM Sprint 2 3 Jun – 10 Jun (6 issues)		0 **0** 0	Start sprint	•••
🔖 SCRUM-1 Create Game file in Unity/ VS files		TO DO ⌄	-	👤
🔖 SCRUM-6 create basic game layout (floor, player, enemy, details)		TO DO ⌄	-	👤
🔖 SCRUM-2 Code movements for player		TO DO ⌄	-	👤
🔖 SCRUM-3 code movements for enemies		TO DO ⌄	-	👤
🔖 SCRUM-9 make hit boxes for player/enemies		TO DO ⌄	-	👤
🔖 SCRUM-5 code shooting for player/ enemies (firing rate, sprite, auto firing)		TO DO ⌄	-	👤

+ Create issue

A LOOK AT OUR SCRUM SPRINT 3

☐ ∨ **SCRUM Sprint 3** 10 Jun – 17 Jun (6 issues)		0 **0** **0**	Start sprint	⋯
🔖 SCRUM-4 create working title card, Game over, (Pause card?)	TO DO ∨	-	👤	
🔖 SCRUM-12 give player health/ health bar	TO DO ∨	-	👤	
🔖 SCRUM-10 code hit effects/ player death	TO DO ∨	-	👤	
🔖 SCRUM-11 code enemy death/ regeneration	TO DO ∨	-	👤	
🔖 SCRUM-14 create stages	TO DO ∨	-	👤	
🔖 SCRUM-16 special items	TO DO ∨	-	👤	

A LOOK AT OUR SCRUM SPRINT 4

⌄ **SCRUM Sprint 4** 24 Jun – 1 Jul (2 issues)		0 **0** **0**	Start sprint •••
🔖 SCRUM-13 create bosses		TO DO ⌄	- 👤 •••
🔖 SCRUM-15 stage title cards		TO DO ⌄	- 👤

A LOOK AT OUR SCRUM SPRINT 5

☐ ∨ **SCRUM Sprint 5** 1 Jul – 2 Jul (2 issues)		0 🔵0 🟢0	**Start sprint**	···
🔖 SCRUM-17 finalize game			TO DO ∨	- 👤
🔖 SCRUM-18 game testing/ clean up (if needed)			TO DO ∨	- 👤
+ Create issue				

03.

OUR TECHNOLOGIES AND RESOURCES

Unity, Visual Studios Code, Github, C#, Discord, Jira, Google Services (docs, slides, drive)

WHAT ARE WE USING TO MAKE THIS POSSIBLE?
For developing *Catlaga.*

1

UNITY

A cross-platform game engine

2

VISUAL STUDIOS CODE

A source-code editor

3

GITHUB

A developer platform to create, share, store, and manage code

4

C#

An object-oriented programming language

WHAT ARE WE USING TO MAKE THIS POSSIBLE?
For communication and management.

1

DISCORD

An instant messaging and social platforms. All of our team calls are through discord.

2

JIRA

A project management tool. Each week we detail what needs to be done.

3

GOOGLE SERVICES (docs, slides, drive)

Used for writing reports, creating presentations, and storing files.

WHAT ARE WE USING TO MAKE THIS POSSIBLE?
For developing *Catlaga.*

1 UNITY

Unity is a top choice for game development because it's great for both 2D and 3D games. It comes packed with cool features like physics engines, particle systems, and advanced animations, all key for making a lively and visually exciting game like "Catlaga." Another big plus with Unity is that it lets you release your game on multiple platforms such as Windows, Mac, iOS, and Android, which means more people can play it.

2 VISUAL STUDIOS CODE

This IDE is popular for its flexibility and solid support for C#. It's lighter and faster than many other IDEs but still packs enough power to manage big game development projects. One of the key features of Visual Studio Code is its wide array of plugins and tools that make coding simpler and more efficient. These features help speed up the coding process, boost productivity, and cut down on mistakes, which is really important for keeping our project moving smoothly.
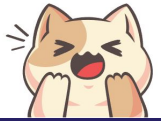
WHAT ARE WE USING TO MAKE THIS POSSIBLE?
For developing *Catlaga.*

3 GITHUB

Using GitHub for version control helps our team collaborate without accidentally messing up each other's work. It creates a secure space where we can try out new ideas and easily undo changes if they don't work out, encouraging creativity while keeping the project stable.

4 C#

We picked C# because it works really well with Unity, and that's super important for game development. C# comes with a bunch of ready-to-use functions that make our coding faster, letting us spend more time on crafting cool game mechanics. Also, because C# is object-oriented, it helps us keep our code neat and easy to handle, which makes updating and maintaining the game a lot smoother as we keep building on it.

By incorporating these tools into our workflow, we're equipping our team to easily handle complex tasks, collaborate effectively, and develop a fantastic game that players will love. Each tool is excellent by itself, but together, they really enhance our process, creating a dynamic and efficient workflow that ensures everything gets done right.

WHY DID WE CHOOSE THESE PRODUCTS? HOW WILL THEY HELP US SUCCEED?

1 DISCORD

Communication is crucial in any team project, and Discord provides a great way to stay connected with its chat and voice communication tools. It allows for fast problem-solving, instant feedback, and ongoing interaction, which are essential for agile development and keeping team spirit high.

2 JIRA

Jira is a great project management tool that supports our agile workflow. It helps us plan our sprints, manage tasks, and keep track of our progress effectively. This makes sure everyone knows what they need to do and when they need to do it, which is key for getting the project done on time.

3 GOOGLE SERVICES (docs, slides, drive)

Google Docs, Slides, and Drive are great for handling our documents and keeping everyone on the team up to date. They let us edit and share information quickly and easily, thanks to their real-time collaboration features. This speeds up how we make decisions and helps make sure that everyone is on the same page with the project's objectives and developments.

We are using an **Agile** approach. Why will this help us?

- **Flexibility and Adaptability:** Agile is all about being able to move quickly and easily adapt. This is crucial in game development where things change fast and often. It lets us tweak our game on the fly to meet new demands or respond to feedback without slowing down.

- **Incremental Delivery:** With Agile, we work in short bursts, called sprints, that allow us to create, test, and refine the game bit by bit. This means we catch and fix problems early, and we can also make changes based on what players actually want and need before the game is even finished.

- **Enhanced Collaboration:** Agile really focuses on everyone working together smoothly. It brings together developers, testers, and even players, letting everyone share their ideas. This way, the whole team knows what's going on and works together to achieve the same goals.

Using an Agile approach helps make our development process smoother and lead to a better-quality game at the end.

THANKS!

Do you have any questions?