* After showing my concept and design to my lecturer I began work on the game
* There would be a menu screen added to the game at this stage
* Scene0 is menu
* Scene1 is level 1
* Scene2 is level 2
* Scene3 is level 3
* I created a class diagram and a layout for my code
* Creating all the classes, attributes and potential methods I predicted I needed

# Stage 3

#### Implementation

* In Level 1 the alien only needs to stay alive and eat all the food items
* After eating all the food items the alien can run quicker and jump higher
* The entrance to level 2 is up on a box only accessible by full energy jumps
* In Level 2 the alien must also find the spaceship parts as well as eat the food items
* Food items are regenerated after a certain amount of time
* In Level 3 the alien must find the last spaceship parts and the key
* With the key the alien can enter the ship and win the game

#### Level Design

# Stage 2

* The Concept for my 3D game is a third person platform
* The hero is an Alien who needs to collect items in order to progress through the game
* The Alien starts with 3 lives and a 4 stage energy bar
* If the alien doesn’t eat the food items in the world he will lose energy
* If his energy drops below the last bar he loses a life
* There is a score from 0-4 which represents the spaceship parts the alien needs to collect

#### Concept

# Stage 1

Spaceship Parts

1-When part is hit it destroys itself

2-When a part is hit it add 1 to parts collected

3-Show parts collected in HUD

4-show icon for all parts needed

Door

1-When player walks up to door, open door

2-Only when player has key door will open

Sounds

1-Good sound plays when player eats food

2-Bad sound plays when player loses life

3-Good sound plays when player collects part

4-Badsound plays when player is on last bar of energy

5-Good sound plays when player gets key

6-Good sound plays when player finishes level

Player Character

1-Alien – 3rd person controller

Energy/Lives

1-Static lives displayed on screen

2-Dynamic lives changing as player dies

3-Energy bar added with 4 stage health bar, no energy in bar results in lose life

4-If player is on last life and no energy in

bar then the player dies

5-Notify user of low energy

6-Sound added when player dies

Food

1-When food is hit it destroys itself

2-Add a notice that user gained energy

3-Change the food items available in the HUD

4-Generate new food items randomly

Key

1-When key is hit it destroys itself

2-Notify user they have a key

3-Key can open spaceship door notice

4-Add key to HUD

# Alien Hunt

**Feb 28th Concept First Draft**

**Feb 29th Concept Second Draft**

**March 7th Rough Sketches**

**March 14th Design Levels**

**March 18th Class Diagram**

**March 19th Doxygen Notation**

**March 28th Complete Class Code**

**April 4th Final Revision**

**April 7th Game Complete**

## Timeline