

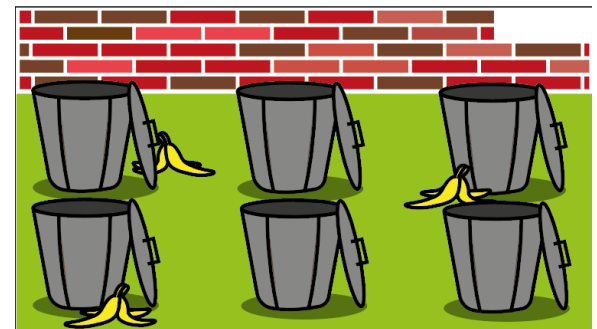
## Technical documentation Task 3

### A) Graphical assets

The Game Icon – involves a cropped photo of the main character, a raccoon in the dustbin. This is used as the game icon since it is easily recognisable.



Background Illustration – It provides a realistic view of the environment.

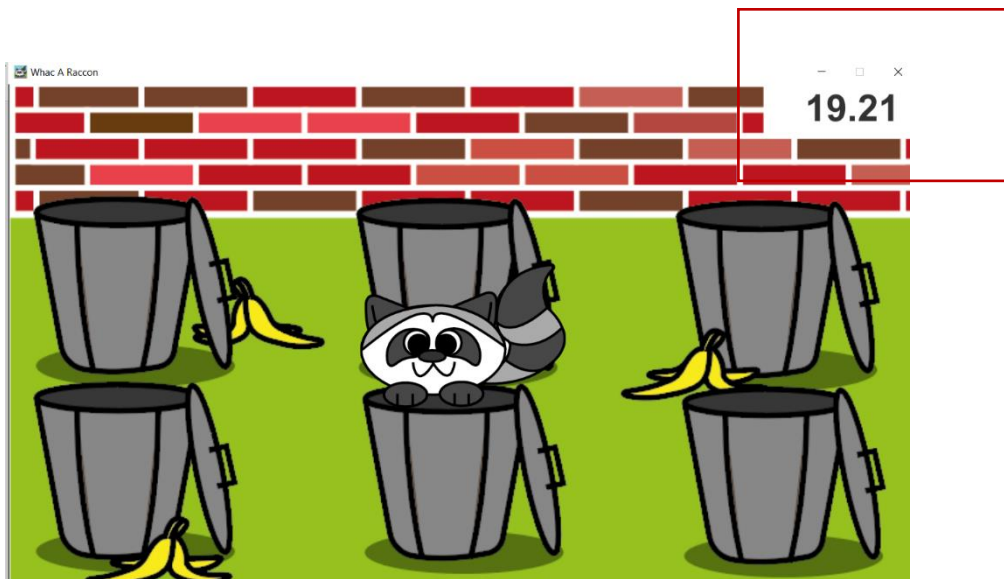


Good character - When the player spots the character, s/he proceeds to click on it and gain as much points possible in a short period of time. As soon as the player clicks and hits the character, the character moves or teleports to another random dustbin.

Mouse Point – takes the form of a Broomstick. It is used to hit the character, to symbolise the player's way to hit and chase away the raccoon from the dustbin.



Timer – It is used to keep track of the gam



## B) Scripts Overview

In the game there are two scripts that were used which they are Raccoon Spawner and Broom Controller. In the game I included a text in the game that represents the gametime. In order to tell the computer to stop the timer under zero when timer starts to countdown in the game, in the script, I wrote the if function for game time =time.deltatime.

In the same script I wrote the raccon( racconprefab )to teleport places when being hit.The spawn points represents the points on where to click.

The other script which is the Broom controller to destroys the objects using variables of score text, int score and private bold spotter, it access the ball spotter and the score to zero, ray cast is used to check the mass is over the object, when being clicked, it destroys the object.

To sum up the broom controller it controls on how the broom is used to hit the raccoon character that was set to make the raccoon move to a different random spot if hit.

## C) The Process

The idea of the game was planned to allow the player to win by gaining points or to lose by losing points from the other two characters (the golden raccoon and the evil raccoon character). Unfortunately, the game developed to a different way by include just one raccoon character and hit it many of times to gain points. The first thing that we both added were the illustrated images as a background that included the main obstacles such as the trash can spots and later adding a racoon character in the assets scenes and we put them in order. We followed the exact instructions in the video tutorial, the first thing that I did to going on the project settings, in the player section, we selected the default cursor and it set to broom that represents the mouse pointer of the game project. In the assets folder, we created two C-sharp scripts one named as Racocon Spawner and the other as Broom Controller, when the coding was finished, some errors were encountered, named one example of an error that I had the most was using the spacebar in between in the words. Later, in the Hierarchy, right click on it and select UI, we included a text in the top right corner in the game to show the timer for 20 seconds. Additionally, we also created an empty to create the spawn points on where to press the locations of the raccoon character. In the end, we had problems on how to make scoring appear so we can show that in game by hitting the raccoon, the player will gain a point on how many times does the player has clicked on it.

## D) Testing

Template 1

Functionality	Expected Output	Actual Output	Status
Drag the mouse and hit the character	the character supposed to shift positions randomly	the character supposed to shift positions randomly	
The game starts, Countdown Timer	The timer goes down to zero	The timer goes down to zero	
Hit the Character and collect Points	Appear the points when the player hits the character more than once	Game crashes no points were appeared	
Appearance - the background of the game	Background showing the main obstacles (trash cans) on where your eyes have to focus to see where the main character can show up	Background showing the main obstacles (trash can) on where your eyes have to focus to see where the main character can show up	
The mouse pointer shown as a broom	The mouse pointer which is (broom) needed to be big	The mouse pointer (broom) showed small size	
Appearance of the Game Icon	The game icon appears small size	The icon appeared stretch	
The character moves to different places	Being able to have fast reflexes and have an open eye on where the character can show up next	There were certain positions that were misplaced and when to hit the character it hasn't respond that quickly move different places	
Scoreboard	The scoring has to appear in the game and need to increase a point each time a character was clicked	Game crashes	
The involvement of different Characters	Other characters should be included as well to play a game that the player could win or lose	There were no other characters in the game simply to test out one character to hit	

The 'Start' button	The game starts off when the player has the option of the start button to actually start the game	There was no start button to click so the game immediately starts to hitting the character	
The speed to hit the raccoon	It depends on the player's speed to hit the character to gain points but after to hit character, the character is expected to move places quickly	It depends on the player's speed to hit the character to gain points but after to hit character, the character is expected to move places quickly	
Any possible bugs that may be encountered	Errors were faced with at time mostly in the scoring situation but the rest was manageable leaving good results for the rest of the game development	all errors were manageable to fixable for most of the programming apart from the scoring situation	
How to Exit and to replay the game	As the timer runs out the player cannot continue playing but the player can hit the replay or restart button to play again and there is also an option for the player to exit the game	The game hasn't the option to restart the game but able to exit the game	
Different Levels	After the first round of the game, more different rounds/levels can be included to be more interesting than it is	Levels weren't included, only round game	

Warning Timer - Time is running out	When timer goes down to 10 seconds, the text should change the colour of red to show a warning that the player has left to play	The timing still goes down to zero but no changing were made to show a warning	
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Template 2

Functionality	Expected Output	Actual Output	Status
Drag the mouse and hit the character	I expected a bit more of a reaction when clicking	There was a fast but lowkey reaction	
The game starts, Countdown Timer	The game ends when the time runs out and a final score is shown	The game ends when the timer runs out	
Hit the Character and collect Points	To collect points	No points were created	
Appearance - the background of the game	The appropriate background	Nice, appropriate and colourful background	
The mouse pointer shown as a broom	I expected a bigger broom as a mouse pointer	A small broom as a mouse pointer	
Appearance of the Game Icon	The appropriate icon	The ideal icon	
The character moves to different places	The character moves fast in different bins	The character did move fast in different binds	
Scoreboard	The game ends when the time runs out and a final score is shown	No points or score was recorded and shown	
The involvement of different Characters	I did not expect any other characters	The main character of the game was shown	
The 'Start' button	More buttons – Start, Pause, Replay were expected	No buttons	
The speed to hit the raccoon	Fast	Fast	
Any possible bugs that may be encountered	Nothing	Nothing	
How to Exit and to replay the game	Exiting by closing the window Reply the game with a button	Exiting by closing the window No Reply button was added to the game	
Different Levels	Different Levels: Easy, Medium, Hard – Speed increases with different levels	One level	

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Warning Timer - Time is running out	A warning sign or a changing colour on the timer	Timer and the game stops	
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Template 3

Functionality	Expected Output	Actual Output	Status
Drag the mouse and hit the character	I expected a facial expression	Not a lot of reaction	
The game starts, Countdown Timer	More time would be allocated to the game	The times was fast	
Hit the Character and collect Points	A final scoreboard	The scoreboard does not matter while playing the game	
Appearance - the background of the game	Colourful Background	It was colourful	
The mouse pointer shown as a broom	The mouse pointer should be bigger	It is quite small	
Appearance of the Game Icon	Appropriate and attractive	Attractive and cute	
The character moves to different places	The character moves	The character moves	
Scoreboard	A scoreboard at the end	No result at the end	
The involvement of different Characters	The main character was only expected. Some distraction characters could have been added	The main character was enough	
The 'Start' button	An actual start button	No start button	
The speed to hit the raccoon	Fast	Fast and good	
Any possible bugs that may be encountered	Nothing	Nothing	
How to Exit and to replay the game	Close the game to exit Reply with a Button	Close the game to exit No way to reply unless you start again	
Different Levels	Different Levels	One Level	
Warning Timer - Time is running out	No expectations	No difference without a target score or a new level	

Template 4

Functionality	Expected Output	Actual Output	Status
Drag the mouse and hit the character	The character is hit down	The character move around	
The game starts, Countdown Timer	As the time runs out, a scoreboard is shown and the words 'GAMEOVER' is shown	Nothing, the time runs out	
Hit the Character and collect Points	As you hit the character, it shows you a 'HIT' or a score	The racoon runs to another bin	
Appearance - the background of the game	More colour combinations	Appearance was a good one	
The mouse pointer shown as a broom	It should be much bigger	It is relatively small	
Appearance of the Game Icon	Catchy name and recognizable	A good one	
The character moves to different places	it moves as you hit it and provide an indication – a 'HIT' or a 'MISS'	As you click, it moves	
Scoreboard	Scoreboard is shown at the end of the game with the final score	No score is kept	
The involvement of different Characters	Distraction Characters	The main character is only shown	
The 'Start' button	A START button and instructions of 'how to play'	No start button	
The speed to hit the raccoon	Fast and Easy	Fast and Easy	
Any possible bugs that may be encountered	No Errors	No Errors	
How to Exit and to replay the game	Close Button Replay / Restart Button	No option is given	
Different Levels	More levels with more speed or with less time	One fast level	
Warning Timer - Time is running out	Timer running out	Not important	