

5pm-Pet-Life

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“A game that will let the users keep a digital pet for fun”

Early Development

- Why
 - Spiritual Successor to Nintendogs
 - Create a Pet Simulator for PC
- User Story

As a user, I can simulate owning a pet, and enjoy playing with it.



Architecture



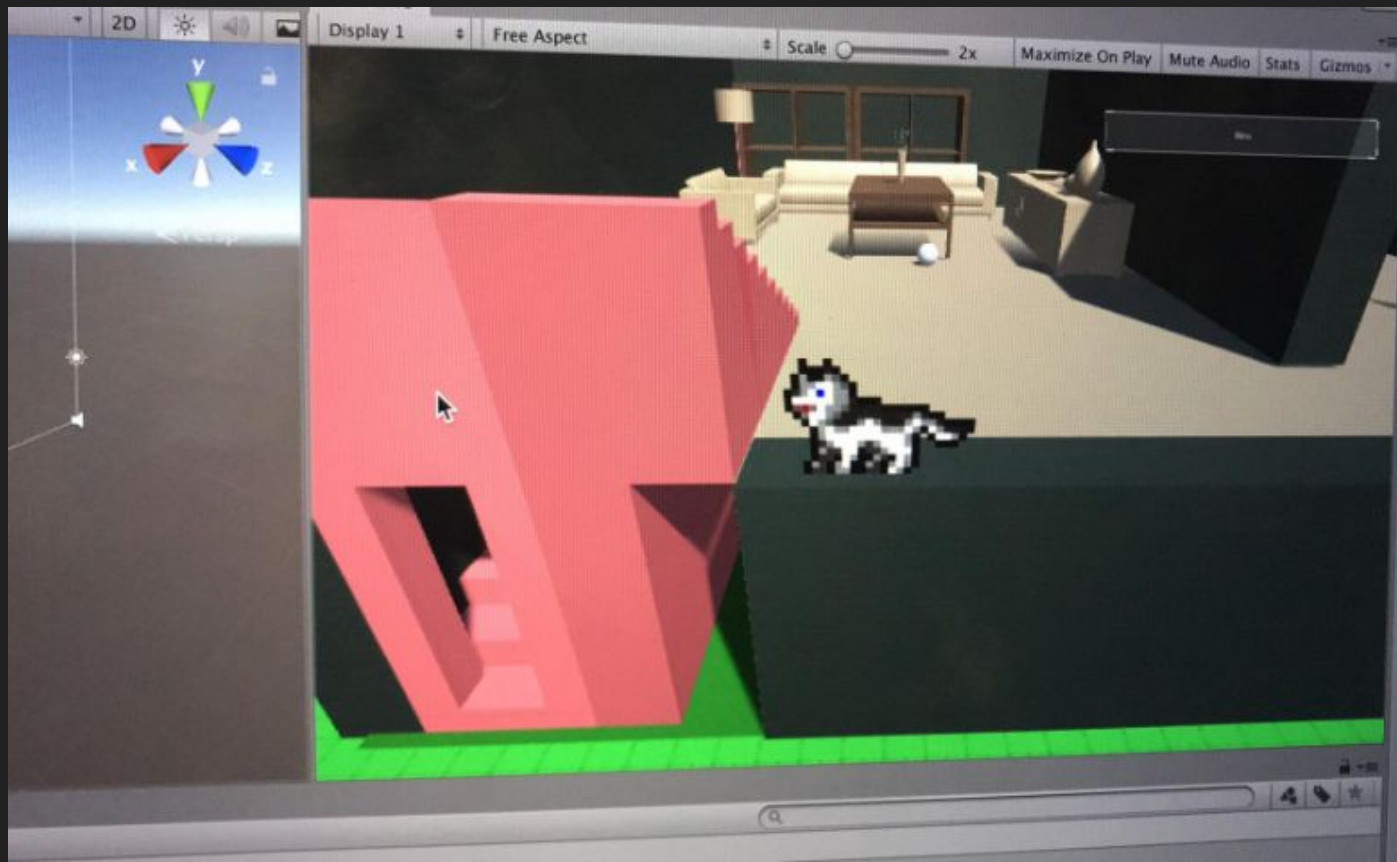
Architecture

- Objects
 - Pet
 - Camera
 - Various environment objects
- Attach scripts to objects
 - Specify behavior

MVP

- A pet
- A simple room
- Movement.
- Click interaction

MVP result

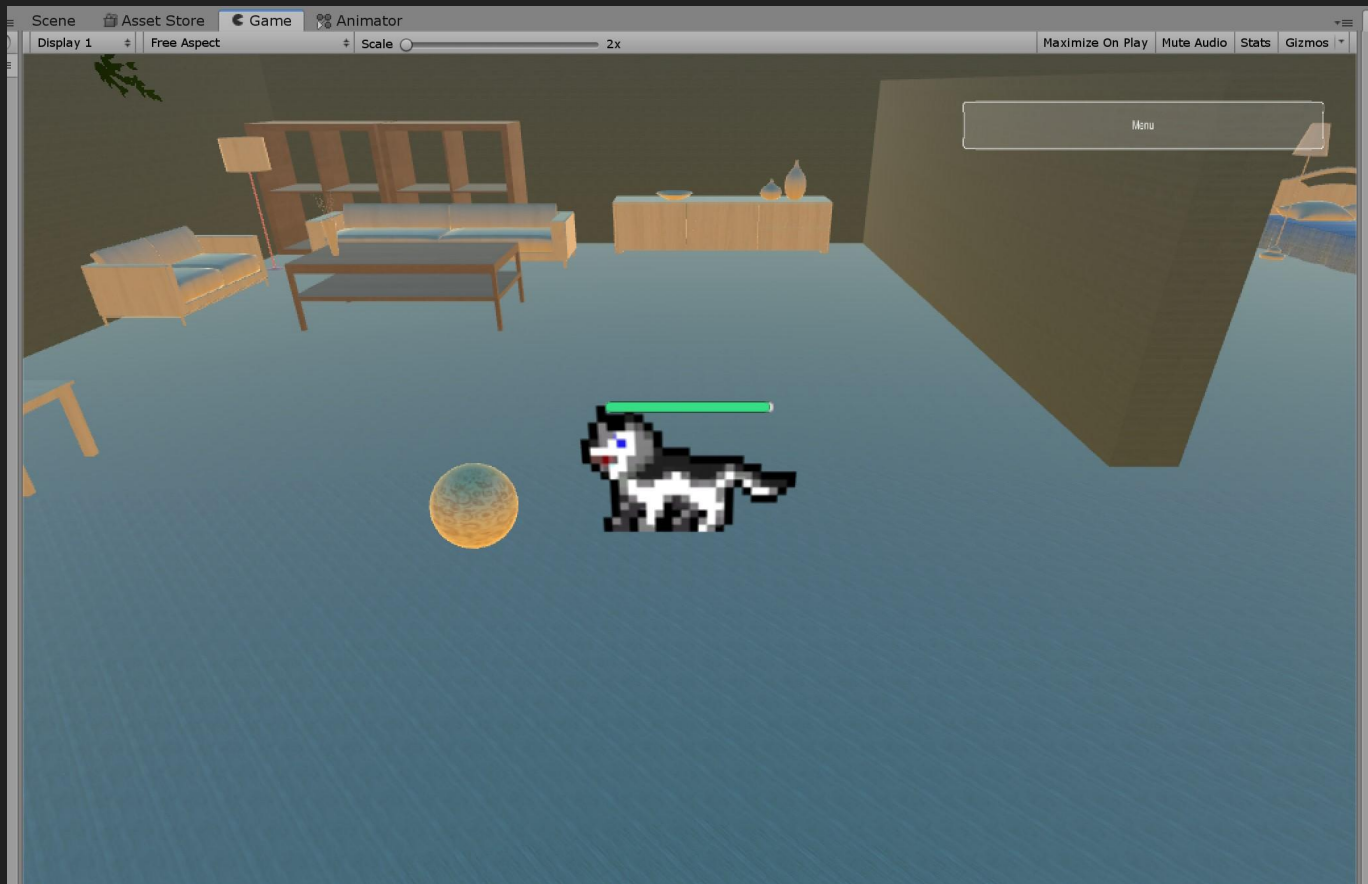


Final

- New environment
- Happiness bar
- Ball interaction
- Bugs fixed
 - camera
 - dog falling over



Final result



With that said...

Demo time

Future Work

- More Activity
 - Feeding Mechanic
 - Clean pet
- Customization
 - Change animal
 - Have multiple pets
- Serialization /Database
 - Save users
- Other misc fixes

Recap

- Project recap:
 - Use Unity3D
- Design / Feature highlights
 - Cute pet
 - Relaxing atmosphere/ No stress gameplay
 - Pet the dog!

Challenges

MERGE THE BRANCHES, KRONK



WRONG BRANCH!

Challenges continued

- Incomplete tutorials
- Learning the engine
- Game design terms
- Math terms
- Travis CI



Time for Q&A

Thank you!