

## Task 1 – (P1.1)

Ten functions which I implemented in my game are;

1. Play Button which takes you to level 1 of the game.
2. Moving the Mouse moves the scuba diver(player)
3. Going above the sea level replenishes oxygen
4. If enemies(refuse) hit the sea floor there is a deduction in lives
5. When the player collides with enemies(refuse) the enemy is destroyed
6. When player picks up oxygen power up, oxygen is fully replenished
7. When player picks up health power up, +1 health
8. When player picks up score power up, +5 to score
9. Timer which after certain time goes to scene 2(level2) and Scene3(level3)
10. A quit button which the user can press to go back to main menu
11. Pressing ESC will quit the game

## Task 2 – (P1.2)

### Repository

A repository is basically a storage space where one stores their projects.

### Commit

A commit is used to store the project at a certain time. This allows you to edit the project and if something goes wrong you can go back to your previous commit and restore the code/project.

### Issue

An issue is basically a title and a description of your issue which you write down in your projects issue section. This then can be seen by github users and reply to your issue with a fix.

### Sync

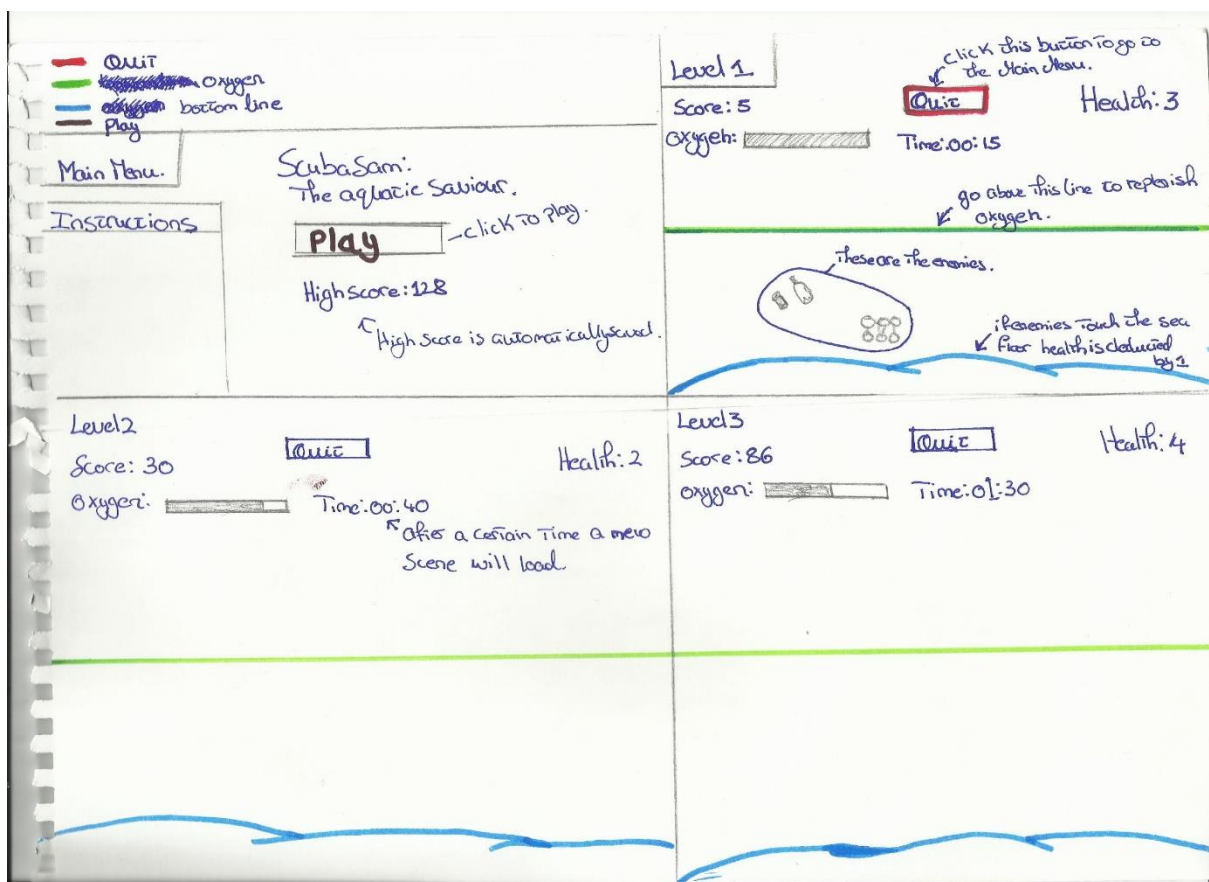
When you made changes to your project locally on the pc you sync your project with github to keep your project on github up to date

**Add**

This is used to add files in the local repository

The **Issues** would be used to create a list of requirements requested by the user

## Task 3 – (P1.3)



As seen above there are the navigational buttons (play and quit) and there is a timer which in a specified time another scene will load until scene 3 when the game will be based upon how long the player can keep on playing and get the highest highscore.

## Task 4 – (P2.1)

### Graphic Designer

#### Job Description

#### Graphic Designer

Due to our rapid expansion we are looking for a Graphic Designer. This person will be responsible for integrating with the Marketing team and collaborating on the production of banners, concepts, landing pages and other marketing materials.

Key Responsibilities:

Responsibilities associated with this role include, but not limited to, the following:

Be an active and leading member of the creative team when developing concepts for customer activities, banners and external campaigns

Design and/or enhance new and present websites together with the team

Be our internal design champion and always try to find new, efficient, creative and enticing ways to communicate with our clients and/or potential clients

Develop new banners concepts and maintain existing banner portfolio

Develop & conceptualise the design for Microsites for customer communication

Design images for newsletters, blogs, landing pages and sites

Lead, support and further strengthen other designers

Help visualize and embody the goals, targets and ambition of our internal stakeholders

Layout mock-ups and client previews

For a graphical designer one must be able to use

- Adobe Suite software such as Photoshop and illustrator
- Must have typography skills
- Illustration skills/drawing skills

**Marketing Executive**

## Marketing Executive

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FULL-TIME

**Defined Branding Ltd**[Company Website](#)

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Defined Branding is a key market player in the marketing and communications industry, operating in a fresh, innovative and dynamic environment, offering creative and analytical marketing solutions delivered with a personal and professional approach.

Due to expansion, a career opportunity has arisen for a Marketing Executive.

The selected applicant will be responsible for maintaining relationships and favourable contacts with current and potential advertising accounts through the planning, formulation and implementation of marketing and advertising campaigns, whilst ensuring effective brand representation and promotion.

The position is a varied, hands-on role and requires a confident and experienced individual who is competent at all levels; from developing market research strategies to delivering sales and marketing presentations and projected targets.

As a marketing executive one will need to have strong communicational skills, together with great market research skills and also artistic skills is an asset.

**.Net Developer****.NET Developer**

FULL-TIME

**deVere Group**

Company Website

The deVere Group of Companies was established in 2002 and today boasts to be the world's leading financial advisory firm. The Group currently operates in over 30 countries worldwide, employing more than 750 professionals across the globe. As we continue to grow and reach new heights, we are looking for more people to join the back office administration operation at deVere & Partners Holding Ltd. Malta. We want to recruit people who are willing to go the extra mile to ensure they are at the top of their game. We offer attractive remuneration packages, daily challenges and opportunities in a fast paced environment and a platform where you can give your best performance and achieve excellent rewards.

One must have excellent programming skills such as

- JQuery and AJAX
- C#
- .Net framework
- SQL for database

**Favourite are of expertise**

I personally think that my favourite are of expertise is that of a graphical designer as im quite capable with the adobe suite and have an eye for detail.

Also the fiel interests me most as one needs to be quite creative which I thnk I am and Im not that keen in marketing or coding.

## Task 5 – (P2.2)

### **Idea generation**

In idea generation one starts to brainstorm and come up with ideas and plans on how the game can be implemented. As to idea generation I consider myself as someone who clarifies things and ideas and sums up a project which is feasible and doable.

### **Storyboard & Game Design**

A designer is very useful in this stage as the story board must be created both written and visually. Also game design such as characters must start to be sketched thus I could be useful at this stage.

### **Creation of Game Design Document**

Here the documentation of game design must start to be written in reference to write down any functionalities and how the game strategy will work. In this stage as I am a good brain storm can be useful in helping out to see what type of functionalities will be implemented and how the game mechanics will work.

### **Implementation of functionalities**

In the implementation for the functionalities the developer starts to see what type of code is required to make the game mechanics work. Also here there is some testing of code involved by the developer of the code.

### **Deployment and support of game**

This is the final step which involves in the team deploying the game and also offering support to the consumer. Here both great communicational and development skills need to be placed to toggle any situation that may occur immediately.

## Task 6 – (P3.1)

Here I created a new repository called UnderwaterGame as you can see in the below screen shot.

The screenshot shows a GitHub repository page for 'distractoo / underwaterGame'. The repository has 1 commit, 1 branch (master), 0 releases, and 1 contributor. The 'Initial commit' section lists files: 'gitignore', 'LICENSE', and 'README.md', all committed 'just now'. The 'README.md' content is displayed below, describing an educational game about environmental waste collection. The right sidebar contains links to 'Code', 'Issues', 'Pull requests', 'Wiki', 'Pulse', 'Graphs', and 'Settings'. At the bottom of the sidebar, there are options to 'Clone in Desktop' and 'Download ZIP'.

This is going to be an educational game which i will develop as an assignment given to me by Mcast. The game will consist of an environmental friendly concept which will involve in a scuba diver collecting waste such as metal cans, plastic bags etc.. — Edit

1 commit 1 branch 0 releases 1 contributor

branch: master underwaterGame / +

Initial commit

File	Commit	Time
gitignore	Initial commit	just now
LICENSE	Initial commit	just now
README.md	Initial commit	just now

README.md

### underwaterGame

This is going to be an educational game which i will develop as an assignment given to me by Mcast. The game will consist of an environmental friendly concept which will involve in a scuba diver collecting waste such as metal cans, plastic bags etc..

HTTPS clone URL  
https://github.com/distractoo/underwaterGame

You can clone with HTTPS, SSH, or Subversion.

Clone in Desktop


Download ZIP

## Task 7 – (P3.2)

## Issue 1


## How to replenish oxygen when going above sea level #1

 **distractoo** opened this issue 2 minutes ago · 1 comment



**distractoo** commented a minute ago
 Owner

No description provided.





**distractoo** commented just now
 Owner

I created an object to indicate the sea level and via c# i created an on collision event so that when the play collides with the object the oxygen will be replenished

## Issue 2


## Audio stops from once scene to another #2

 **distractoo** opened this issue 7 minutes ago · 1 comment



**distractoo** commented 7 minutes ago
 Owner

No description provided.



**distractoo** commented 5 minutes ago
 Owner

To fix this issue i created an empty game object on my first scene and via c# i wrote the following code:

```
void Start () {
    GetComponent


Basically i am stating so when the scene loads the music starts playing and i wont destroy the audio game object between a scene and another.


```



## Issue 3

when i loose the game and get back to the main menu  
the audio play another time thus creating 2 sounds  
playing at the same time. #3

 **Open** distractoo opened this issue a minute ago · 1 comment



distractoo commented a minute ago

Owner



*No description provided.*



distractoo commented just now

Owner




To fix this issue i decided to start the sound when level one is loaded and the sound keeps on going until level 3. If the player decides to quit or loses the game the player is then taken back to the main menu and i implemented a code so that when the main menu scene is loaded the audio object is destroyed so that the audio stops playing until the player hits the play button again.

## Task 8 – (P3.3)

## Issue 1

What was the hardest part during your game  
development? #5

 **Open** antocami opened this issue a minute ago · 1 comment



antocami commented a minute ago



*No description provided.*



distractoo commented just now


Owner



The hardest part of my development was when i was trying to make my gui elements work correctly, such as the oxygen bar go down smoothly, and the score and health functions to work properly, even when the player picks up the power ups such as +5 score, replenish oxygen and health up.

## Issue 2

## How long did you took to develop a game? #4

 **Open** antocami opened this issue 4 minutes ago · 1 comment



antocami commented 4 minutes ago



*No description provided.*



distractoo commented 2 minutes ago

Owner




It took me around one week to develop the basic functions and another week to make the game work properly and effectively. Afterwards i took another day to make any troubleshooting,

So the answer is 15 days.

## Issue 3

## Do you have any thoughts to make other ports apart from Windows application of this game?(example web player,Android/IOS,etc) #6

 **Open** antocami opened this issue a minute ago · 1 comment



antocami commented a minute ago



*No description provided.*



distractoo commented just now







Owner



I was thinking on making the game available also on touch devices, such as tablets and cell phones, but i don't have any thought on making this available on any web players on the internet right now.


## Task 9 – (P4.1)

Here I uploaded my game with a sound issue onto github.

My Game			
	distractoo authored 20 minutes ago	latest commit	6ab9feee1 
	<a href="#">UnderWater Game</a>	My Game	20 minutes ago
	<a href="#">.gitignore</a>	UnderWater Game	Initial commit 2 hours ago
	<a href="#">LICENSE</a>	Initial commit	2 hours ago
	<a href="#">README.md</a>	Initial commit	2 hours ago

Here I wrote down the issue together with a description

### Task9- Sound Issue #7

 **Open** distractoo opened this issue 16 minutes ago · 1 comment




distractoo commented 16 minutes ago




Owner



Basically i am finding an issue when it comes to sound as the sound is not continue to play from one scene to another

Here I created a commit with the sound working properly.


[distractoo / underwaterGame](#)

 Unwatch 1
  Star 0
  Fork 0

### Adjusted Sound

Here i arranged the sound so that i continues playing from one scene to another and so its stops playing when the user goes to the main menu

master

distractoo authored 27 minutes ago 1 parent 6ab9fee commit 27ad89c15630cd285e860de0e0b7fe6cbf9ca43c

Showing 5 changed files with 28 additions and 1 deletion.

Unified Split

BIN UnderWater Game/Assets/Scenes/Level1.unity

Binary file not shown

View

BIN UnderWater Game/Assets/Scenes/Main Menu.unity

Binary file not shown

View

2 UnderWater Game/Assets/Scripts/bgmusic.cs

```

@@ -6,7 +6,7 @@ public class bgmusic : MonoBehaviour {
6 // Use this for initialization
7 void Start () {
8 GetComponent<AudioSource>().PlayOneShot (bgSound);
9 -
10 + DontDestroyOnLoad(this.gameObject);
11
12 }
  
```

View

15 UnderWater Game/Assets/Scripts/stop.cs

```

... @@ -0,0 +1,15 @@
1 +using UnityEngine;
2 +using System.Collections;
3 +
4 +public class stop : MonoBehaviour {
5 +
6 +    // Use this for initialization
7 +    void Start () {
8 +        Destroy (GameObject.FindWithTag("bgmusic"));
9 +    }
10 +
11 +    // Update is called once per frame
12 +    void Update () {
13 +
14 +    }
15 +}
  
```

View

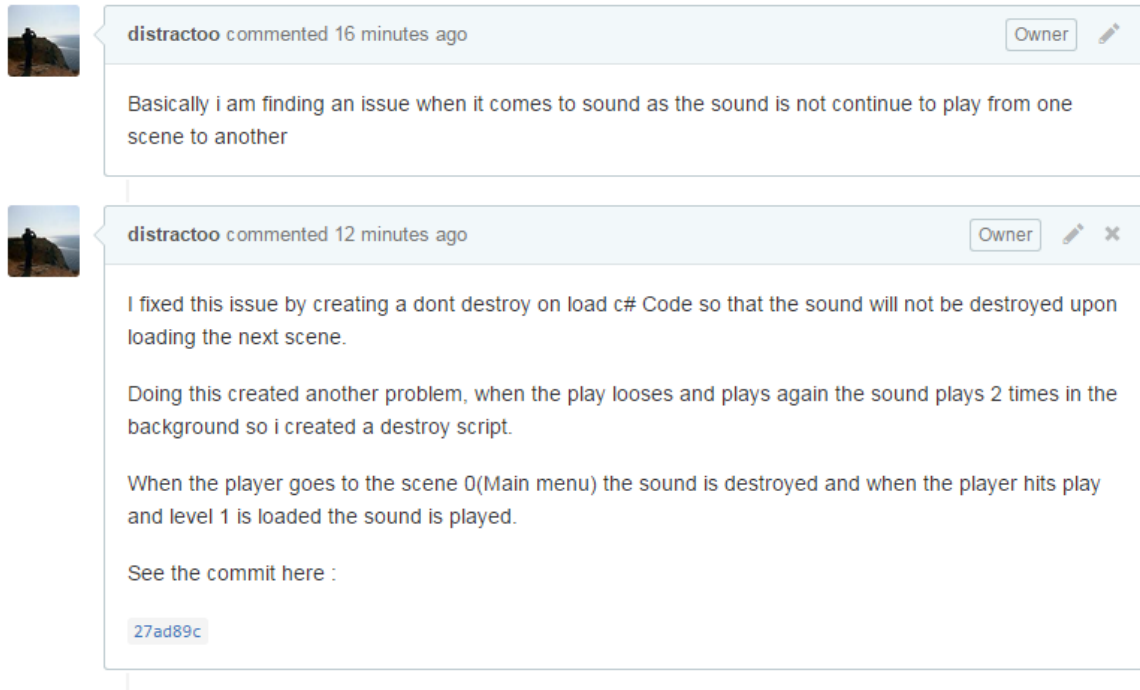
12 UnderWater Game/Assets/Scripts/stop.cs.meta

View

Finally I replied to my previous issue and linked my fixed commit in the reply.

## Task9- Sound Issue #7

**Open** distractoo opened this issue 16 minutes ago · 1 comment



The screenshot shows a GitHub issue thread. At the top, a green 'Open' badge is next to the text 'distractoo opened this issue 16 minutes ago · 1 comment'. Below this, there are two comments from the user 'distractoo', who is marked as the 'Owner'.

The first comment, posted 16 minutes ago, says: "Basically i am finding an issue when it comes to sound as the sound is not continue to play from one scene to another".

The second comment, posted 12 minutes ago, provides a detailed response: "I fixed this issue by creating a dont destroy on load c# Code so that the sound will not be destroyed upon loading the next scene. Doing this created another problem, when the play looses and plays again the sound plays 2 times in the background so i created a destroy script. When the player goes to the scene 0(Main menu) the sound is destroyed and when the player hits play and level 1 is loaded the sound is played. See the commit here : [27ad89c](#)".

## Task 10 – (P4.1)

As to my game im quite happy with the outcome taking note that it's the second time I developed a game with unity.

I think I could improve some functionalities in my game such as;

### Movement

I think that I could add some effects to my movement by making ripples in the water to show movement of the player better.

### Levels

As regards to levels, my game has 3 levels and if I had more time I would implement more levels and various game styles such as time attack.

### **PowerUps**

I Could make that the player picks up the oxygen power up and he uses the power up when needed and not immediately when picked up. This would make it easier for the player to play the game and have more oxygen when needed.

Overall im happy with the result but there is always room for improvement.