

Project 3 – Mines of Madness: Documentation

I met the base of my proposal. I created a game that works on tvOS and uses procedural generation. I did the art myself so it isn't good and there's barely any sound in the game but the sound that is there somewhat fits.

As for successes/failures, this really had a tough spot of running with my other final projects which along with a small timeframe means I had to leave a bunch of ideas like hallucinations (that's why there's a sanity meter) and other things out. The one thing I think that was different from my original vision and somewhat good is the lighting in the game. It drops off a bit with every action the player takes until the player can barely see anything other than the player character and maybe a tile or two around her. I thought that was cool.

Asset Credits:

Blood Crow font by Iconian Fonts

<http://www.1001freefonts.com/designer-iconian-fonts-fontlisting.php>

Footstep Sound Effect -

110100__ronaldvanwonderen__heavy-footstep-wood-3.wav by Freesound user RonaldVanWonderen

Sound used unchanged under Creative Commons Attribution 3.0

<http://creativecommons.org/licenses/by/3.0/>

Zombie Sound Effect

Zombie `.wav by Freesound user Under7Dude used CC0.

Menu Sound Effect -

menu-selected by Freesound user strange_dragoon

Sound used unchanged under Creative Commons Attribution 3.0

<http://creativecommons.org/licenses/by/3.0/>

Menu background music

Thru The Fog by OurMusicBox

All other assets by me.

Overall, I think I deserve somewhere around an 80/85. I got the basics of my idea up and working on my AppleTV and on iOS in a game that is somewhat enjoyable but really lacks polish in the art fields due to my own weaknesses and lack of time to find usable assets.