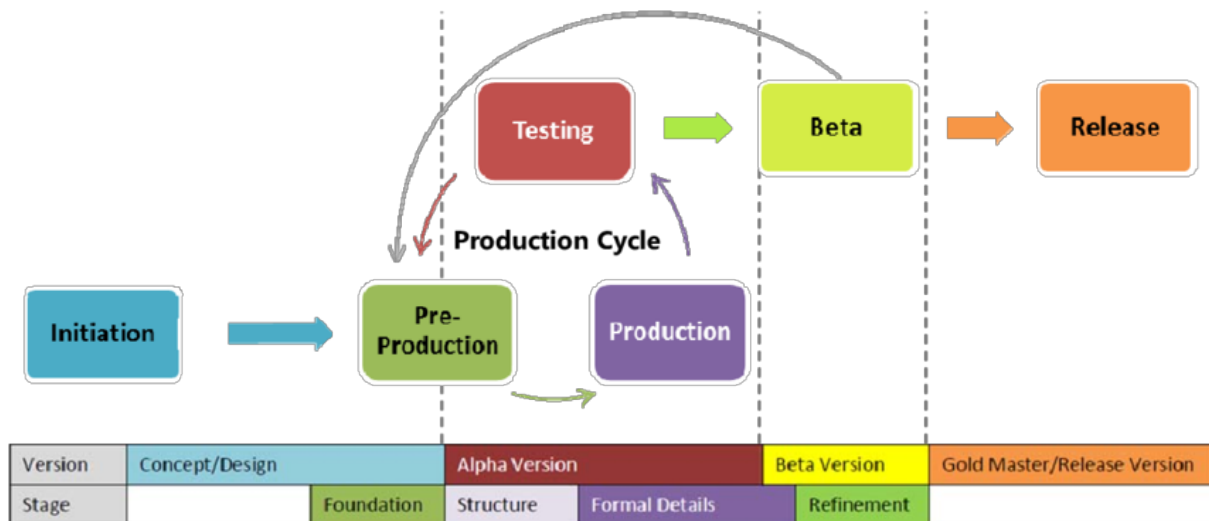


TASK ONE: ANALYSIS.

For our game, we followed the Game Development Life Cycle, which in reality utilises the iterative model, for the code production of the game.



Initiation

In this stage, we will discuss the basic concept of the game and the core mechanics of the game will be decided. We will discuss things with the game art team, like which games we will take inspiration from, what story we would like to follow, any ideas for how the game will progress and also any main character ideas. This is the starting point for the whole project, so it is crucial that basically the whole timeline and plan of where we want the game to go is finalised.

Production

In this section of the GDLC comes the iterative model. This will affect both the game art team, because they too will go through a number of iterations of how the characters will look like, and also the coding team.

A prototype of the game will be created, using basic sprites to just get the mechanics to work on a basic level. After the assets and game art start coming in, specifically the

level layouts and the character, we will be able to work more on where the items the character has to pick up will be, the positioning of the HUD and as well as the enemy AI that will be implemented in the game as well.

After the mechanics are implemented, a large deal of testing will be made and fine-tuning on the mechanics will be carried out, so that the game is smooth for the player to play. Once all the mechanics are fine-tuned, although there will always be things to be improved, the music and in-game sound effects will be applied, to make the game more enjoyable.

Testing

When all the elements of the game are implemented and there is a finished version of the game, then we will be able to have people playtest it, give feedback and if there are things which come up more than once, we will be able to finetune even more.

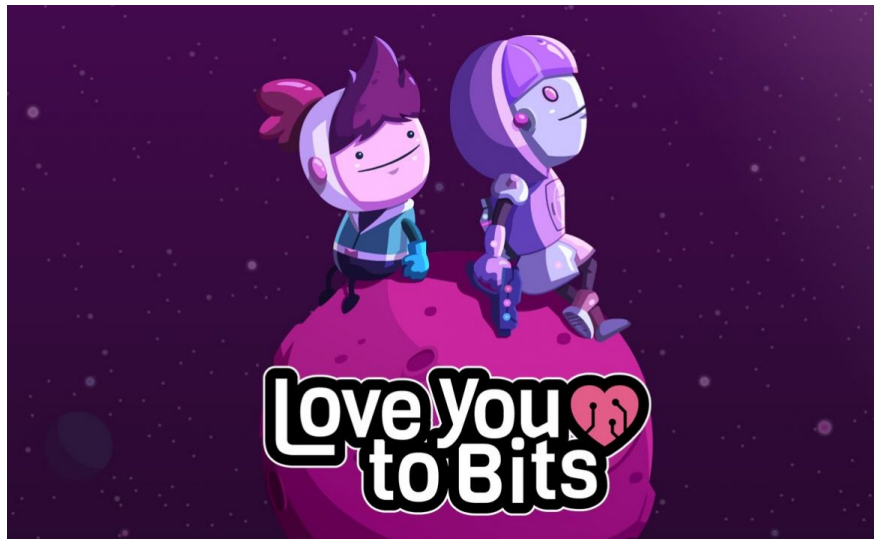
Main Inspirations



Hollow Knight was primarily developed for a Game Jam and its primary iteration isn't nearly as good as the product that is now available to play and boasts a very high rating. The development team drew inspirations from metroidvania maps and compared them to ant nests, which they also were inspired from to have the setting be a subterranean hive. The very first things that were coded were the main character's run and jump.

Sketches and primary drawings for the environment were developed. The developers wanted one of the game's features to be for the players to become lost

within the game, and then find their way back on track, but they finally decided on including the mapping system, which still had the player be an explorer in the world, but once they reach a certain place in the game, they would be able to buy the part of the map from a cartographer. Some of the previously explored areas become infected, which makes the game even more interesting for the player.



Love You to Bits is a point-and-click mobile game, which follows the story of a space explorer who is picking up pieces of his robot girlfriend, after an explosion separates her pieces. The main character, Kosmo, goes through different worlds in search of Nova's parts, to reassemble her. The game is developed by the indie game company, Alike Studios, a small team of developers. Their game was pushed back due to developmental issues and it was released in early 2016, rather than in 2015 but they kept the fans updated through their blog, by giving them sketches of the characters within the game and ideas of how the world will look like.

Major Components

Player Control	
<ul style="list-style-type: none">• Jump• Move• Flip	<ul style="list-style-type: none">• TimeTravel

<ul style="list-style-type: none"> • IsGrounded • Die 	
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Game Manager	
<ul style="list-style-type: none"> • Pause • Play • Resume • Restart • Exit 	

Time Travel	
<ul style="list-style-type: none"> • Dimension Switch <ul style="list-style-type: none"> ◦ Coroutine • Set Timeline 	<ul style="list-style-type: none"> • EnemyChase

Pickup	
<ul style="list-style-type: none"> • Pickup Item • Check if inventory is full • Store in Inventory 	<ul style="list-style-type: none"> • Inventory

Enemy Chase	
<ul style="list-style-type: none"> • Look for Character • Path • Move • Shoot 	

Enemy Patrol	
<ul style="list-style-type: none">• Move• Throw	

Audio Manager	
<ul style="list-style-type: none">• Add Sources• Play Sources	<ul style="list-style-type: none">• Sounds