Game Production Workbook

Team Details:

Team Members and Roles

|  |  |
| --- | --- |
| Team Members | |
| Name | **Role** |
| Rama | Programmer, Designer, |
| Sam | UI Artist, UXD, and Game Artist |

Your Role:

<Rather than identify your role as ‘Programmer’ or ‘Designer’, try to write one or two sentences describing what you will work on. For example: ‘For this project, I will program the character control scripts and make sure the player character responds correctly, including playing the correct animations’   
1 – 2 sentences.>

For this project I will program Gameplay mechanics like stock market, Scissors Paper Rock and chess so the game has all features working correctly.

Your Tasks:

<List the tasks you are responsible for. What specific things are you working on for this project? Examples might include finding or editing sound effects, level design, scripting specific level interactions or characters, et cetera.  
Bullet-point tasks list (around 4-5, or as many as you are responsible for)>

> scripting stock market

> scripting chess

> adding special items.

> scripting scissors paper rock

> scripting game manager

Team Goals:

<What does your team want to achieve, and by when?  
A list of 2 or 3 goals for each milestone. Consider 2-3 project milestones. Consult your trainer for guidance>

|  |  |  |
| --- | --- | --- |
| Milestone | Date | Goals |
|  |  |  |
| small tech demo | week 3 | have a simple version of the stock market, chess and scissors paper rock to make sure the mechanics work |
| UI with basic mechanics | week 6 | to interface with mechanics  from the new UI |
| complete game with servers | week 10 | finished game released on Steam |

Digital Communication Tools:

<What communication tools are your team using, and why. Write 2-3 or more bullet-points or sentences on why you choose each tool.  
List each tool you are using – at least one, but may be more.>

|  |  |
| --- | --- |
| Digital Communication Tool | Selection Criteria |
| Discord | different channels for discussions and teamwork |

Add teams

Version Control:

<What version control system is your team using? Where is this hosted and what client will you use?  
For example, your team select a git repository hosted on GitHub, with the SourceTree client used to commit your code.  
Write 2-3 or more bullet-points or sentences on why you choose each component (version control system, host, and client).>

|  |  |
| --- | --- |
| Version Control System | Selection Criteria |
| System Git | >default system for GitHub  >branching |
| Client GitHub Desktop | >simple UI  >common access, easily available  >good website to navigate |
| Host GitHub |  |

Add alt

Integrated Development Environment:

<Visual Studio is not the only IDE that works with Unity.  
Identify at least one other alternative and select which IDE you will use for this project (note, each team member may select a different IDE, so describe *your* selection criteria.)  
Write 2-3 or more bullet-points or sentences on why you choose this IDE.>

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| --- | --- |
| Integrated Development Environment | Selection Criteria |
| Visual Studio 2022 | I selected this due to familiarity with this IDE and debugging system. |
| Alternate IDE(s) | |
| JetBrains Rider | |

Team Planning Discussions:

<Keep a record of when your team met to discuss the project, and what you contributed to the discussion. Give details of at least 3 meetings. You can attach screenshots of any emails or chat logs that show team planning discussions.  
Bullet-point list or 1-2 sentences for each team meeting. Provide enough evidence to demonstrate your active participation in team planning discussions.>

|  |  |
| --- | --- |
| Team Meeting Date | Description of Contribution |
| <Example> | <In today’s meeting I discussed the trouble I was having implementing the enemy AI algorithms and suggested we cut back the scope of the project. Team agreed to have simpler enemies.> |
| Week 1 | We discussed the type of game we would like to make; I suggested adding a stock market mechanic for the game. We agreed on the mechanics of the game including the stock market. |
| Week 3 | Started concepts on art style and UI. I suggested that we use pixel art and made one of the menu mock ups. |
| Week 5 | We started |

Flesh out

Post-Project Analysis

<Complete this section towards the end of your project>

Project Feedback:

<List 2-3 pieces of feedback you received, and any action you took in response. This could be bug reports from playtesting, or feedback from your trainer or peers>

|  |  |
| --- | --- |
| Feedback | Actions Taken |
| Stock market and the tile systems, these unbalanced the game. | Reworked the systems so that the game was more balanced game play. |
| From our trainer it was suggested that we make the stock market change as the round continued | We made a mock-up of round multipliers. |

Game Engine Analysis:

<Write 200-300 words on “What makes Unity a suitable game engine for professional game development?”. In your analysis, identify at least one other modern game engine, comparing it to Unity and identifying which may be more suitable for use in a game studio>

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Technical Issues and Problems:

<List at least one issue or problem ***you*** encountered during the project, and what you did to resolve it. This could be a problem with the game, or with your development blog.  
For example, you might have had trouble programming a specific feature and decided to redesign it with your team, or ask your trainer for advice on how to implement it.  
Write 1-2 sentences for both the problem description and resolution.>

|  |  |
| --- | --- |
| Technical Issue or Problem | Resolution |
| UI textures not loading | Changed file type. |
| Poor references in game manager | Debug and improve code |
|  |  |

Add more

Copyright Details:

<List any assets you used that you did not create yourself, and details of where you found them or their copyright information.>

|  |  |
| --- | --- |
| Asset Filename or Description | URL or Copyright Information |
| Menu music / pre game music | https://www.scottbuckley.com.au/library/golden-hour/  [Creative Commons Attribution 4.0 International License](https://www.scottbuckley.com.au/library/using-this-music/) |
| Gameplay music |  |
|  |  |
|  |  |

Industry Technology Selection:

<Throughout this subject you used several tools used by game students for professional game development.   
In future subjects in this course you will have more opportunities to create games. List the tools you or your team used for this project, indicate whether you will use this tool in future subjects, and why.>

|  |  |  |
| --- | --- | --- |
| Tool | I will use this tool again in future subjects (Y/N) | Reason |
| Visual studio | Y | Reliable and experienced user |
| GitHub | Y | Common version control, user friendly |
| Unity | Y | Familiar, lightweight engine |
| Teams | Y | File share, online meetings, chat rooms |