A large room

Description generated with high confidence

**Finding Dawn**

S*il*ly Arts **Games**

Game Report

Finding Dawn

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22/04/2018

# Introduction

The purpose of designing this game was to fulfil the requirement of COMP305 course. We decided to make a Top-Down view dungeon game. A 2D dungeon game where player has to find their way out to see the daylight after being trapped somewhere underground for long time.

## Roles

Software Engineer / Project Manager – **Harshil**

Graphic Designer / QA Tester - **Pragnesh**

Artist + Sound Engineer - **Dylan**

Dylan Schmidt-Cunningham *(Artist + Sound Engineer*)

Description: Responsible for level design and asset collection.

What went right:

Level creation with tile maps. I was able to build all three levels with ease. Collisions were split between a water layer and a wall layer, and crates' box colliders were placed on a crates layer, allowing bats to fly over them with the addition of a layer mask.

What went wrong:

Communication and time management.

There was a fundamental breakdown in communication that made it difficult to coordinate activities and prioritize tasks. Unlike my other groups this semester, who typically met once or twice each week, long stretches of time passed without even so much as an email. Frequently, other group members didn't attend class, eliminating even this opportunity for discussion.

Health, UI, and combat systems also remained a problem until late in the project. Thankfully, many of these issues have been resolved in the final days before the code freeze.

What I would do different:

If I could do this project over, I would insist upon more frequent meetings and communication. I would also build the levels sooner, since it was straight-forward to do, I had the art assets long before the levels were designed and built, and it may have helped encourage other team members if they saw steady progress after the initial release.

Harshil Mehta *(Software Engineer / Project Manager*)

Description: Responsible for scripts and integration of components. Co-ordinate with team members and submissions

What went right:

Level design and character movements. Initially I was able to design main level with that covered basic functionality and character movements. I was able to create first playable with couple of enemies and character. Being software developer for this project, I was able to configure whole setup of game, so all components can work fine.

Implemented powerups to make game more interactive and applied time manager so the game can become challenging.

What went wrong:

Communication was one thing we had tough time with. It is difficult to get hold of everyone at same time due to different schedules. With other projects and courses, it became hard to give sufficient time needed for this game.

I had challenging time finding right team in the beginning and we were just 2 members left. The plan was to merge with one other small team in class and make a team of 6 members to develop a platformer game. But, later we learned there was one class mate looking for team, so we decided to go with team of 3 and a top-down view dungeon game. Knowing the situation, for the initial presentation I made 2 presentations which could be easily molded for top-down or platformer dungeon game. The story remained same, but I might had to update the mechanisms. Thank god! The presentation prepared that time was more compatible with top-down dungeon game which we finally developed!

First Playable – After over-night hard-work I was able to complete the Main level as our first playable, but it seems our luck didn’t favor us. The submission was due midnight and I was just 2 minutes late and that too because Unity was taking looong time than expected to build the game. I had to host the game too but couldn’t do hosting as the submission was already due. Thanks to prof! he still accepted our submission (with penalty, alas)

Alpha release was completely missed as our levels were not ready on time. However, we were able to complete all the core functionalities and requirement by end of Beta release. Health and time manager had issues earlier, but I was able to fix them. The were few glitches like player rotating, game freezing on pressing Spacebar but we were able to fix them later.

There were some issues with GitHub and unity too lately due to different versions of Unity with other group members. So, the work around for this to get the changes from other team member via email and then configure the game on my laptop where things were working just fine.

What I would do different

The given time was very less for type of game we were required to build. If I had more time and given chance to develop this game again, I would make it more interactive. I could think of more rigorous enemies. I would give powers to player which would help player score and make player feel the dominance in game.

I would use more variety of enemies with different skills and powers to make the game more challenging.

We needed more team members so first thing I would do is find few more team member who can help with development. It makes work much easy with more people. One reason was slow progress was because we were learning the gaming software for first time! If we had previous knowledge on the software, it would have made work much easier. Now that I have good knowledge and learning of these software, I can make more interactive and artistic game.

Second thing I would target is synchronization between team members with respect to software versions, configurations at very beginning of project so I do not face crash issue later, like we did in this game during beta release.

Pragnesh Patel (Game Designer / QA Tester)

Description: Responsible for Game design, Testing functionality and Documentation

What went right:

Game Designing part for all three different Levels were Implemented Successfully. Designing of different sprites, tile maps and enemies for all three different was done correctly.

I did software testing for all three Levels and communicated Bug and Defect sheets to other team member via email and posting on GitHub. Also, one software developer was together with me for all courses so we both were implemented different changes together and also doing testing at the same time, which was saving our lot of communication and co-ordination time.

Different gaming lab assignments and homework assignment at different level of course helped us to implement learn that gaming mechanism and implement same gaming mechanism into our Game project.

What went Wrong:

Due to overloading of different subjects in the Semester sometimes it was difficult to communicate with some group member. It was due to availability of some group member were not matching with others. But we made other solutions to make this communication more effective which was via email and GitHub.

Due to limited resources were available as we were only three group members were there in project team, multiple roles were assigned to each group members. Some game mechanism which we though we will implement in our game project, at the end we skipped some of the mechanism due to time limitation and limited resources.

Also, at one point of time during project Unity version was giving crash report while pulling files from GitHub and it made us to push changes via sharing pen drives and via email. Due to unity crash report issue we implemented our project changes on the main admin laptop to push the different project changes.

At the end we found solution to change out Unity version to stable Version 2017.4.1f1 while other version of unity 2017 5.6.3p1 and unity 2017.3.0f3.

What I would do different:

If would do this project again in future, I will implement some things differently as we found some difficulties during this gaming software development life cycle.

Due to different course schedule and availability of some group members was major issue in our game development project, it is very essential part while selecting group members with same program background. For next project we can implement tele conference meeting or video conference to reduce the communication gap between different group members to avoid communication issue.

Other point which I realized during project development was that this subject was elective for me and I was not with game programming background it was difficult time for me to learn all gaming concepts within short period of time. Before doing game programming I think I should learn some basic course in same background so that we can work efficiently. I think before choosing “Game programming- 1” as elective there should be some basic game programming subject should be there as pre-requisite to learn subject more efficiently. As other electives were not available, I have chosen this subject as my elective subject for final semester. But we learn lots of good game programming concept through out this subject which will help me in future to upgrade my skills in same domain.