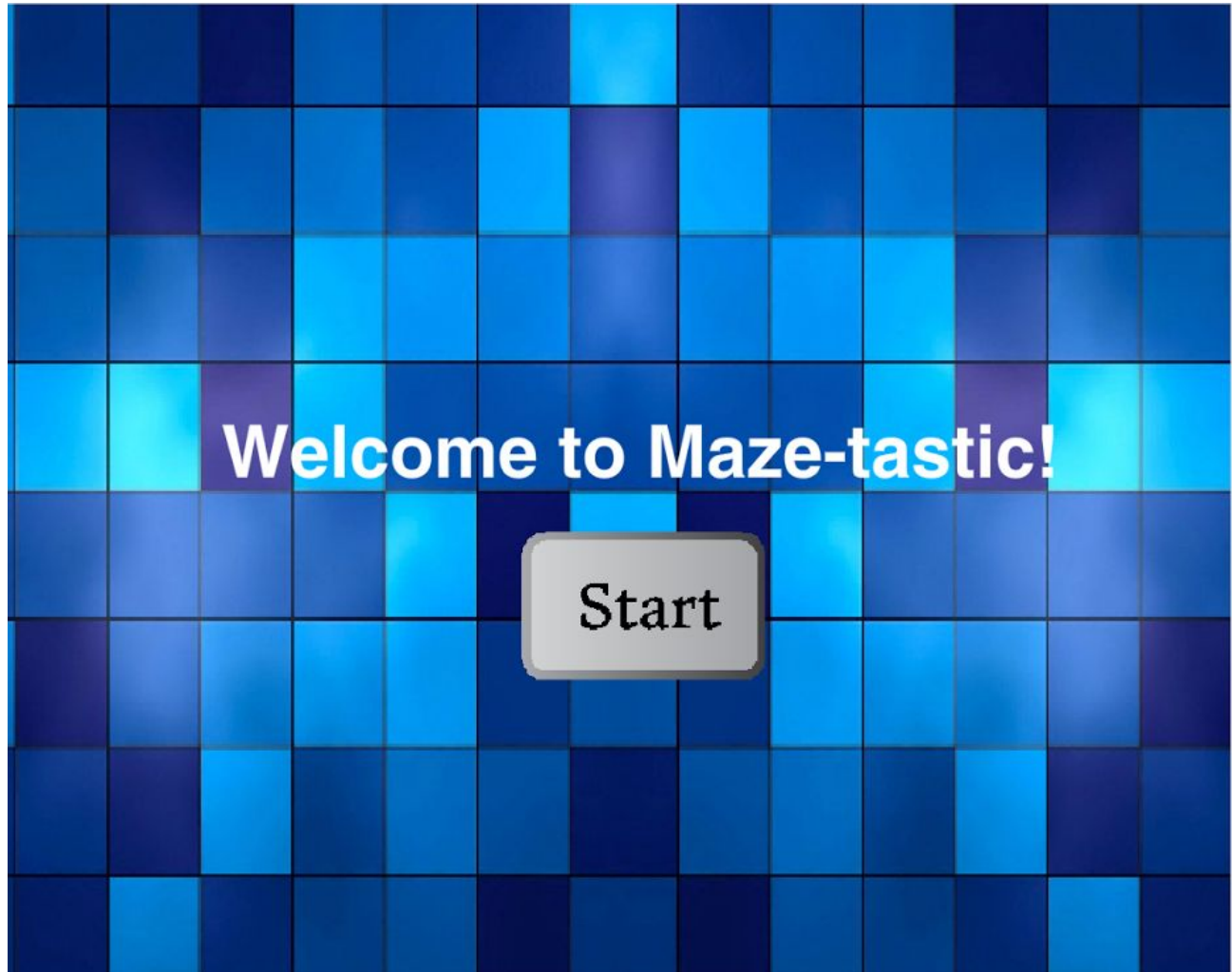


# Maze-Tastic



**Developed By: Jacob Sommer, Rishika Thorat, and Donna Prince**

Scratch Project Link Title: Maze-Tastic	<a href="#">Maze-Tastic v4~Final Version</a> <a href="#">Maze-Tastic v3</a> <a href="#">Maze-Tastic v2</a> <a href="#">Maze-Tastic v1</a>
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## Daily Log

	Tuesday 8/29/17	Wednesday 8/29/17	Thursday 8/31/17	Friday 9/1/17	Saturday 9/2/17
Partner Reflection	<p><b>Jacob:</b> We all introduced each other. Both partners did a lot of work.</p> <p><b>Rishika:</b> Everyone introduced themselves and started off with a fun conversation starter. We went over ideas for the game/story we were to create.</p> <p><b>Donna:</b> Everyone introduced themselves. They discussed vague ideas on what they want to do.</p>	<p><b>Jacob:</b> We all worked well today and got a lot done. Both partners cooperated.</p> <p><b>Rishika:</b> All of us pitched in to brainstorm ideas.</p> <p><b>Donna:</b> Both teammates brainstormed ideas for games and stories. Developing a long list of ideas.</p>	<p><b>Jacob:</b> Both partners cooperated and were on task.</p> <p><b>Rishika:</b> We had a mutual agreement in deciding the game: Mazetastic! We discussed ideas on how to further develop it. All teammates did work at school and at home.</p> <p><b>Donna:</b> Teammates work cooperatively we chose the game Maze-tastic and brainstormed how to make the game better. Also worked together to finish the flowchart.</p>	<p><b>Jacob:</b> We all completed our own part and worked well.</p> <p><b>Rishika:</b> We all distributed work over the long weekend. Donna did good work on the notebook and Jacob and I furthered the game on Scratch.</p> <p><b>Donna:</b> We worked together by dividing the work for each person.</p>	N/A
In Class	Went over instructions for project. Glanced over project criteria and rubric to obtain full credit.	Further improved the brain storm ideas; chose top two ideas; started daily log, started creating the flowchart.	Went through the flowchart, went into details regarding the game, added peers review on the game. Started setting up the background.	Started coding the game. Beginning with level 1 and level 2. Created the characters and maze like backgrounds.	N/A
Rishika's Home	Worked on brainstorming ideas, added ideas for games and stories.	Worked on the flowchart and made sure all the brainstorming ideas were organized.	Worked more on the Scratch project. Went over the notebook.	Further Developed the game. Added sprites.	Made sure the sprites had the correct positioning Worked on the interaction between the

					maze (color, pattern) and sprites.
Donna's Home	Worked on brainstorming ideas added ideas for story.	Review the brainstorming and looked over the flow chart.	Added more to the notebook, tried formatting it correctly. Made sure all the items on the notebook was accurate.	Checked the notebook.	N/A
Jacob's Home	Looked over the brainstorming.	Developed game idea further and worked on the flow chart.	Went over the notebook.	Worked on coding. Added gems and points.	Did some more programming The game is now functional. Players and gems work properly.

	Sunday 9/3/17	Monday 9/4/17	Tuesday 9/5/17	Wednesday 9/6/17	Thursday 9/7/17
Partner Reflection	N/A	N/A	<p><b>Jacob:</b> We were all on-task and completed a lot of work today.</p> <p><b>Rishika:</b> We went over the Scratch game and fixed a few mistakes. We checked the rubric to make sure all the criteria was there. We made a few more copies and added more comments to the code.</p> <p><b>Donna:</b> Everyone went over the rubric checking if we have all the needed components.</p>	<p><b>Jacob:</b> Everyone was productive and finished up the project and the majority of the notebook.</p> <p><b>Rishika:</b> All teammates cooperated to finish the notebook. We also started to finish the Scratch Project and debug it.</p> <p><b>Donna:</b> Everyone worked on the finishing touches on the project and the notebook.</p>	<p><b>Jacob:</b> We all worked together to debug the project and put the finishing touches. Overall our team did well on this project.</p> <p><b>Rishika:</b> We all contributed in finishing up the last touches on the notebook and debugging the Scratch Project. Overall, our team worked very well together.</p> <p><b>Donna:</b> Everyone worked together on checking the project. We all took portions of the project to check and distributed the workload.</p>

			Then started to revise the code and added more comments.		
In Class	N/A	N/A	We worked more on the game and the notebook. We completed all of the levels and added more comments to the code.	We worked more on the game and the notebook. We fixed a few bugs and added some more comments.	We worked on adding comments to every single block of code. Rechecked all the links of progression.
Rishika's Home	Added levels for the game.	N/A	Started to complete the Project Notebook. Worked more on the game and made sure that the game was fully functional.	Added comments to the game and played game a few times to make sure all the problems were fixed.	N/A
Donna's Home	N/A	Checked the multiple copies of the game. Looked if the links worked.	Finished the instructions for the game.	Checked if the final game link to check if it was working.	Added more comments on the code. Revised the game instructions. Also worked on correcting the flow chart.
Jacob's Home	N/A	N/A	Fixed the backdrops and the comments.	Worked on the notebook and added finishing touches to the game.	N/A

# **Brainstorming Ideas for Scratch Project:**

Top Two Ideas (Highlighted):

- Green=Final Idea
- Red=Second Best idea
- Best Idea Reasoning

## **Games**

### **- Maze-tastic!**

- a. Player 1 uses the keys "W A S D".
- b. Player 2 uses the up, down, left, right arrows to navigate.
- c. In the beginning of the game, both players will choose one "location" (level) to play the maze in. There will be 5 levels (Mountains, Beach, Park, Home and Night City).
- d. Once the players choose the level/location, the screen will change to the maze.
- e. The point of the game is for one player to collect all the gems and then reach the center gem (will be bigger? Or different colored?)
- f. However, if you touch the maze's border (black or other colors), you will be sent to the beginning of the maze.
- g. Once one player reaches the gem at the end of the maze, the person who did not finish first gets a headstart. Providing this head start allows the loser to have a chance to win, as well as enable a thrill for the winner of the previous level
- h. Players will gain points based on how fast they complete the maze and how many gems they collect
- i. Whoever has the most points by the end of the game is the final winner

### **- You VS Me**

- Players verse each other to see who:
  - collects the most points
  - Moves to the next level first

### **- Single Player vs Animal**

- The player tries to run away or hide from the animal, which wants to capture them

### **- Single Player Obstacle Course**

- The player goes through a series of obstacles in order to pass to the next level
- The time for finishing the obstacle is limited

### **- Platformer game**

- Player jumps through multiple levels jumping on platforms
- Collects coins
- Dodges enemies

### **- Skill Based Game**

-Move to next level after finishing a certain task(3 goals/ shots)

-Sports related

- Start To Finish

- Car race game

- 1 player game

- Typical race game.

- At different checkpoints each car/user will be asked one question. For example, "Type a paragraph tag, consisting of "My name is Bob."

- If the answer is correct, the player can move on. If the answer is incorrect, the player has to answer another question.

## Stories

- Campus Change

1. A story about a freshman's first day of school.

a. The user will be able to make choices that will affect what happens next in the character's day.

i. Choices

1. Whenever the character has to make a choice, the user will have 3 pre-worded options to choose from.

2. Some of these choices may also be timed. For example, if the character has to think fast in situations ("Oh no, the cup is about to fall. What should I do?"). Options in this given scenario may be "Fumble with it and let it drop", "Freeze", "Catch it!". The time given for these situations will likely be about 3-4 seconds.

b. Every time the user makes a correct or "reasonable" choice, they will move forward in the level bar.

i. The level bar will have 20 stages. After the 20 stages are completed, the user will finish the first day!

ii. **Not a 2 player game** (Discuss tomorrow if we can make it one? Maybe there can be two players at the same time who interact with each other?)

- Fantasy Story

- A story depicting the life of a mythical character or creature

- Typical fantasy story

- Sport Dream Come Alive?

- A character journey through sport life

- Can be an athlete or someone who does not enjoy sport

- Based on any sport~Basketball/baseball

- The user can choose to be any of their sports stars (LeBron James, Steph Curry, Tom Brady, Clayton Kershaw, etc.)

- Party or Celebration Story(food)

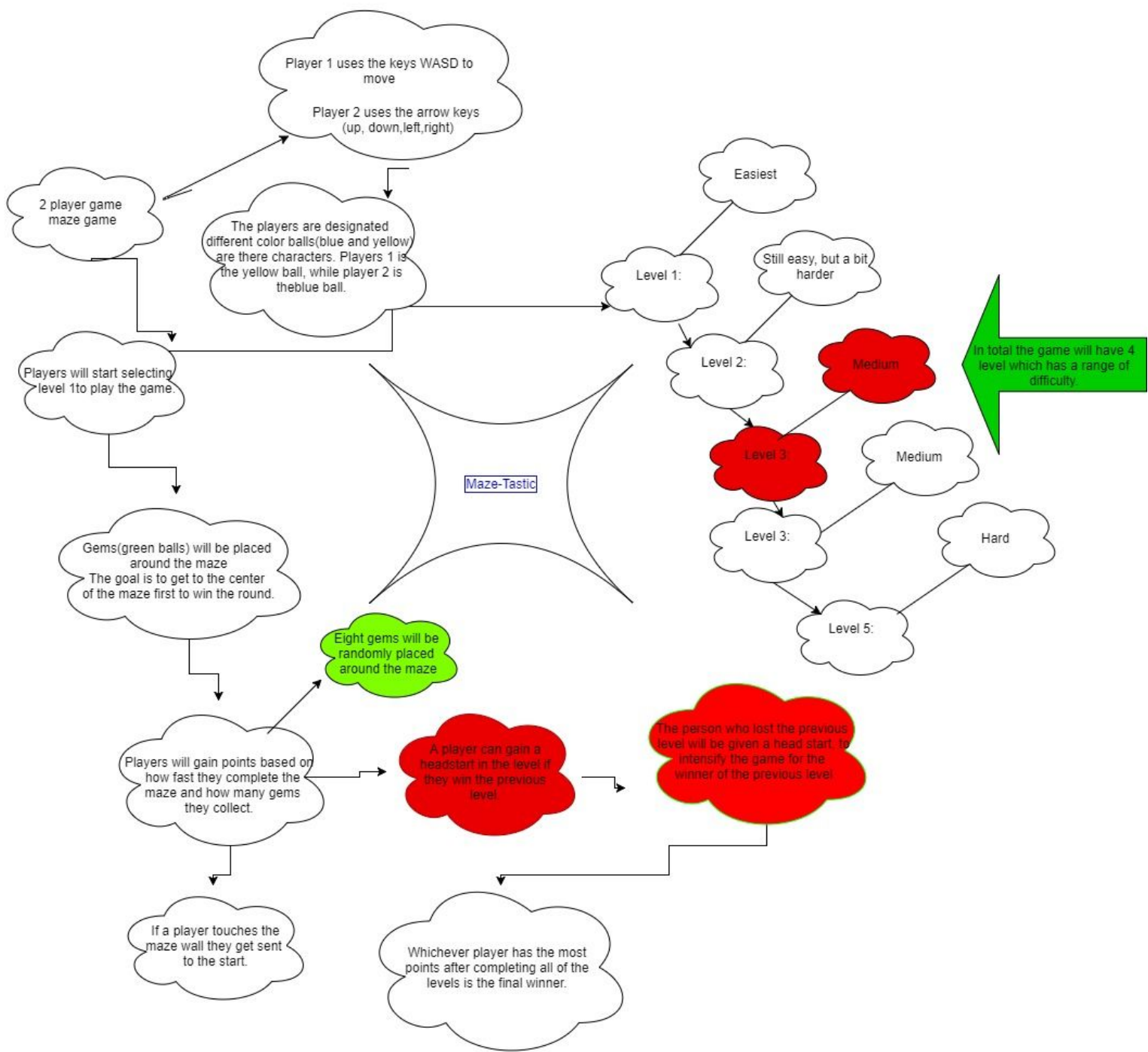
- Can be based of a victory

- A birthday party celebration
- Bonding or social event
- OR
- Cooking event
- Cooking Competition
  
- Dogs are Man's Best Friends
  - A story which discusses how humans and pets grow a bond
  - Show how animals serve as a friend to humans
  - Ex-cat or dog
  
- High School Musical 4?
  - Story consisting of sounds and music
  - Has users choose different beats
- Traveling Story
  - Story about a character that travels to different terrains about the world and learns more about the area
  - Can show different backgrounds and characters
  - Write descriptions about each terrain and place
- Horror Story
  - Story that scares the reader

### **Reason to Choose Maze-Tastic**

We as a group chose the game "Maze-tastic because we felt that it was more user interactive and enjoyable for a user. Another reason to choose Maze-tastic was because it met most of the criteria and was achievable in the time given.

# Maze-tastic Game Flow Chart:





## Peer Review on Top Two Ideas

Pro: Features Liked	Con: Aspects that were confusing, buggy, or etc.
<ul style="list-style-type: none"> <li>- Good planning on all the levels and backdrops</li> <li>- Creative game idea</li> </ul>	<ul style="list-style-type: none"> <li>- Instead of the winner getting the advantage, the loser should get the advantage, so the winner does not dominate the game</li> <li>- What will a user get if they win?</li> <li>- How will the maze get harder?</li> </ul>

### Instructions:

- 1) Press the green flag then click the start button, which will take you to the Level 1 Screen.
- 2) Choose who will be playing Player 1 and Player 2. Player 1 will use the keys "W A S D". Player 2 will be using the arrow keys.
- 3) Guide your Player sprite (the ball yellow or blue) down the maze. Player 1 is the yellow ball and Player 2 is the blue ball. On the way to end of the maze make sure to collect the gems (green balls) Avoid walls, as they will teleport you back to the start. Try to make it to the end marked by the yellow.
- 4) Gather as many gems (green balls) as you can to increase your score.
- 5) Points will be added to a player's score based on how fast they complete the level, as well as how many gems they collect..
- 6) The player with the most points wins that level.
- 7) After completing a level it will take you back to the main screen, where you then choose the next level. Repeat until you reach level 4..
- 8) The final level is level 4. After finishing this level, a screen will be showed showing the total score (combined score from all the levels will be displayed), declaring the winner.

Pro: Features Liked	Con: Aspects that were confusing, buggy, or etc.
<p>I really liked the 2-player feature in your game. Instead of it just being 1 person playing by themselves, they get to play against another friend and compete against each other.</p> <p>I like the level progression as it became more and more difficult to get points. Very engaging game!</p> <p>I like how there can be two players, it makes it competitive but fun. The point system is also great.</p>	<ul style="list-style-type: none"> <li>- Maybe the give up button should always be there.</li> <li>- If you touch the give up button, it makes you respawn.</li> <li>- The give up button could be a little smaller and towards the side so, that you can see when you are under it.</li> </ul>

## **Conclusion Questions**

1. Reflect on the creative process you used. What was useful? Discuss your reflection with your partner and then write a reflection individually.

### **Jacob:**

We brainstormed some ideas we had in two categories, stories and games. We expanded a little bit upon each idea then picked our top two. We then expanded on those even more and chose our final idea. The flowchart was useful when creating our game because it helped us plan out all of our ideas and visualized them. The brainstorming process also helped us come up with ideas and concepts for the game.

**Rishika:** First, we brainstormed ideas for both the game and story sections. We discussed as a group which game/story shows all the requirements and could be completed in the given time, and finalized on Maze-tastic! Some useful aspects of this project was the flowchart and being able to work together in class. The flowchart helped us organize our thoughts on the game better and expand on them. Working in the classroom also helped us because we were able to communicate as a group and get feedback from our peers. Good communication was a very big factor in this project as there are multiple versions of our game and had to make sure we didn't overwrite each other's code.

**Donna:** We initially, brainstormed as a group and further developed our favorite. We used all our collective ideas to create a list and combined components we like together and created Maze--tastic. Some useful steps that made the process easier, and more effective was the flowchart, as we were able to see what order to code things. Another aspect, that made the process easier was the peer feedback. The feedback helped our group think of flaws in our game idea or ways to enhance it further.

2. Reflect on the team dynamic. What helped the team work well together? Discuss your reflection with your partner and then write a reflection individually.

### **Jacob:**

We collaborated well together. We split up the work and assigned each other tasks to do. Everyone got their work done at home and in class. We all stayed on task and we were very productive. We planned out what time each of us would log onto Scratch to work on the project to make sure we were not working on it at the same time.

**Rishika:** We all worked well together. Everyone pulled their weight, both at home and in the classroom. Good communication and collaboration was the key in finishing this project in time successfully. All three of us brought in different ideas. We all respected each other's ideas and incorporated them to develop the game. We made sure everybody in the group knew their tasks and what to expect next. Each one of us contributed equally and helped create a good product.

**Donna:** The team worked well due to the equal distribution of the work. Everyone stayed on task while working on the project, and finished their assigned portions to finish at home. Doing so, we

were able to finish everything in an organized and timely manner. Lastly our group was able to freely communicate with one another, so we could work cooperatively.