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Course: Mobile Game Development

Queen Rescuer

Type: Strategy

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Check point 3

# Working game

Game queen rescuer is recommending to run on the emulator or device Nexus S API 25(Android 7.1.1, API 25).

# Conceptualization

The queen rescuer game is a 2D top-down tile game that design for all types of player. This game only requires player to use the controller by moving left, right up and down. The goal of this game is to meet the Queen at the finish point. The challenge of this game is player must survive by avoiding hitting monster on the way. The game has set up with life point that allows player to collide with the monsters. However, if the life point decrease to zero the game will be over. This is a short game so the player does not require intensive time for each level. Each level player completes the mission player gains experience and enjoyment of the game. When the level is higher the monsters are moving faster which make the player want to challenge the game environment.

# Design

The design has changed along the way when the code is developed. The plan was using a bomb to kill a monster on the map before the player reaches to the queen. However, the bomb that controls by the player wasn’t achievable during code testing. All the assets are obtained from practical class except player and monster sprite which downloaded from free open source website such as google image search. The whole code development was constructed from the practical class.

# Play testing

The below questions were conducting on UNISA student that study in IT field:

* Do you find this game easy/normal/hard?
  + Easy
* Do you like this game?
  + Yes
* What do you feel after play this game?
  + Easy to play no need training.
* What do you feel about the game environment?
  + 2D prefer better colour.
* Do you wish to add any feature to this game?
  + Use arrow to shoot the monster down.
* In overall can you rate this game between 0 to 5?
  + 3

# Feature

* 2D top down tile map.
* Fire effect when player collide with monster.
* There are life point, timer and score indicate on the top of the screen.
* Summary of game screen when is winning or over.
* Sound effect to every buttons
* Sound effect when player collide with monster.

# Sprint

Previous development only single sprite was successful code tested. The player sprite was able to move with correct frames when the keys have pressed from the controller. In the final development, the monster sprite was developed to automatically move to a different direction. There are some challengings when deploying more monster on a map and generate movement for them to move. Base on the player sprite code the monster sprite was achievable as planned from the design phase. The menu screen is implemented except game level is doesn’t perform anything yet. A game board containing all the game features except the bomb which control by the player wasn’t achievable. Game over and winning is implemented.

# Constraint

* Do not press more than 1 keys on the controller at the same time.

# Future development

* Design a story line to make game more interesting.
* Implement additional maps.
* Add shoot or plan a bomb.
* Add game level feature.