

CS 2053: Final Report Template

Winter 2021

Please fill in your answers to the questions below. The main goal of this report is to make sure that the instructor is able to assess all aspects of your project and that nothing is missed. Additionally, a few feedback questions will help us organize the course in the future.

Current Group Members: John Scott

GitHub Project URL: <https://github.com/CS-2053-Winter-2021/course-project-2d-jscott111>

1. Game Design Requirements

Describe in the following sections how your game meets/supports each of the following project requirements:

- 1.1. **Story Telling.** The game should contain storytelling with audio or text narration.
It has text narration at the beginning of each level that goes away once the player left clicks
- 1.2. **The number of levels.** The game should be a multi-level/scene game with $2N$ scenes (where N is the number of teammates). How many levels do you have and what do they represent. *I have 2 levels in my game, the first one is a smaller and easier maze than level 2.*

2. Game Programming Requirements

Describe in the following sections how your game meets/supports each of the following project requirements (what parts of the game and how it was provided):

The project and resulting game must include the following game programming technologies:

- 2.1. **Sound** (note that if your game did not contain sound because of limitations in the lab computers, please comment on this here). *My game contains music that plays on each level*
- 2.2. **Physics** *The character collides with walls and chickens and can push the chickens out of the way because of the rigid bodies.*
- 2.3. **Cameras: should have dynamic (or multiple)** *I have one camera that is a child of the player and moves with it, keeping the player at the center of the screen as the player moves about the maze*

2.4. User Interface (menu). *I have a menu that is quite basic, it contains the title of the game and a play button that loads level one and starts the game.*

2.5. AI: AI game objects must have state-based behaviours and involve pathfinding. Note that for this point, you can use those provided by the game engine/platform which you will use for the project development and/or write your own. We removed the requirement for AI, but if you have some AI in your project, you may describe it here. *I don't have any pathfinding AI, the closest thing I have to this is that the chickens walk around in random directions.*

3. Describe what parts of the game you attempted to build or wanted to build, but were unable to

Distinguish between the parts you were unable to implement, but would have satisfied a project requirement, from parts that you wanted to add additionally to improve gameplay or play experience.

4. How successful were you?

Provide a description about how successful you were in creating a 'good' game with this project. There is no right or wrong answers, this is to help you reflect on your experience.

I think I made a good game when using the requirements to define it. I have sprites that animate, a shooting component that was quite tricky to do in terms of where and at what angle to instantiate the bullet, and multiple levels that provide increasing difficulty as well as the potential for losing the game if too careless.

5. Describe how you were able to work remotely with your team or individually.

Did you have any challenges? What worked well? Would you do something differently in the future? I was solo in this so I didn't have to worry about remotely meeting with anyone except Scott once and a few times over chat. Scott was very quick to respond to my questions so it didn't roadblock me.

6. Describe what external/third-party resources (or asset packs) you used

Please describe what third-party resources/scripts/objects/music/sprites/etc. you used, what functionality/features they provide and how you used them? Please provide urls for important libraries/assets, but leave out simple sprites and sound/music files. I got my assets from itch.io which provided me with the tiles, player sprite, chickens and bullet sprites. I also took a sound clip from a music pack.

