

Submission Worksheet

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<https://learn.ethereallab.app/assignment/IT265-002-S2024/it265-digital-prototype-demo/grade/jz563>

IT265-002-S2024 - [IT265] Digital Prototype Demo

Submissions:

Submission Selection

1 Submission [active] 5/3/2024 8:11:57 PM

Instructions

^ COLLAPSE ^

Build out a playable prototype in an engine/code of your choice.

Try to implement a basic, simple, Minimally Viable Product.

Document your journey.

Branch name: Digital-Demo

Tasks: 7 Points: 10.00

 Demo (2 pts.)

^ COLLAPSE ^

 Task #1 - Points: 1

Text: Include link to a hosted video demo

Checklist			*The checkboxes are for your own tracking
#	Points	Details	
<input type="checkbox"/> #1	1	Ensure link is accessible (public, unlisted, or similar) (recommended YouTube)	
<input type="checkbox"/> #2	1	Should be aligned with below reflection items	

URL #1

<https://youtu.be/hJbHT-Zc7co>

Task #2 - Points: 1

Text: Include a link to your repository

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	It should contain the project
<input type="checkbox"/> #2	1	Ensure it's properly shared

URL #1

<https://jz563.github.io/IT265Unity/>

Reflection (8 pts.)

Task #1 - Points: 1

Text: What features did you implement?

Details:

Should be at least something testable even if it's basic

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	List the features you implemented (can copy/paste from your document)
<input type="checkbox"/> #2	1	Summarize how you implemented them (conceptually)

Response:

The game can played with a minimum of 2 players and a max of 6. Players will move based on one die roll (if there are less than four players, can be played with 2 dices . The board's will have random tile configuration at the beginning of each session that influences movement decisions. When reaching the center of the board, players can decide to end their game/run. This unlocks an ending for a player that results in good or bad depending on whether all the player's key items are obtained.

More info on details:

<https://docs.google.com/document/d/1mp-g-4-haoZtLFaEtFA4VZxaTUQV33QouD2nMWLJlok/edit?usp=sharing>

Issues: The current state of the game is still unfinished and due to time constraints, still is not playable as of

currently writing.

Task #2 - Points: 1

Text: What features would you like to have implemented/changed?

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	List the features (can copy/paste from your document)
<input type="checkbox"/> #2	1	Summarize any issues, roadblocks, limitations, etc

Response:

The Warden (Beta)-

- Requires a minimum of 4 players
- After two players have reached their bad endings or one turn passes after a player initiates Overtime mode, the Warden will appear on the starting point of the board.

The Warden will move 1-3 spaces on each complete turn, hunting the remaining players.

If the Warden lands on a space that a player is inhabiting, this will initiate an encounter in which the player must win to avoid detainment.

Due to time and scheduling conflicts, idea was scrapped.

Task #3 - Points: 1

Text: What challenges did you face?

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Briefly describe/explain

Response:

Camera display switching turn phases and amount of players requirement for programming. Most of these problems were from struggling to learn how to use Unity and time conflicts.

Task #4 - Points: 1

Text: Would you do anything differently?

Checklist

*The checkboxes are for your own tracking

Checklist		
*The checkboxes are for your own tracking		
#	Points	Details
<input type="checkbox"/> #1	1	Briefly explain if so, otherwise mention why you wouldn't do anything differently

Response:

If I had more time and focus on the project, I would add more implementations to the game, as well as redesign the card system to have its own unique style for players to differentiate with (besides colors; special effects, or specific programming implementations).



^COLLAPSE ^

Task #5 - Points: 1

Text: How did the digital version compare with the physical version?

Checklist		
*The checkboxes are for your own tracking		
#	Points	Details
<input type="checkbox"/> #1	1	List whatever you feel relevant, but should have something

Response:

The digital board design came out better than the physical board due to the quick layout and setup of the tiles, as well as placement between inventory slots.

End of Assignment