
POKUPAN SUBMISSION DOCUMENT

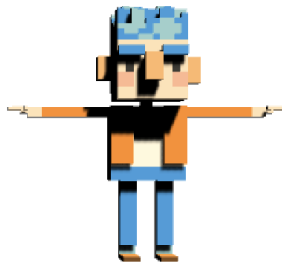
Instructions

Game Summary

Pokupan is a top-down shooter game in which the player controls the character Pokupan and must beat waves of aliens to save the world. The game current contains 3 weapons, a shopping system and maps that are based on real life cities within: Australia, America, China, and Korea! The alien presence in each country has corrupted the wildlife and some of the native animals have become enlarged and enraged. These will act as boss fights within each country, that will end that level. The three characters in the game are:

-Pokupan-

Main character



He is a humanized robot that was designed to deal with alien threats. He is lazy however and would much rather just eat food. The name Pokupan means 'pork bread' in Japanese and was chosen based on his love of all things food.

-Danny-

Weapon shop keeper



Danny is a famous weapons manufacturer and weapon shop owner. He is renowned for his ability to create the weapons that could withstand even the wildest of creatures.

-Alice-

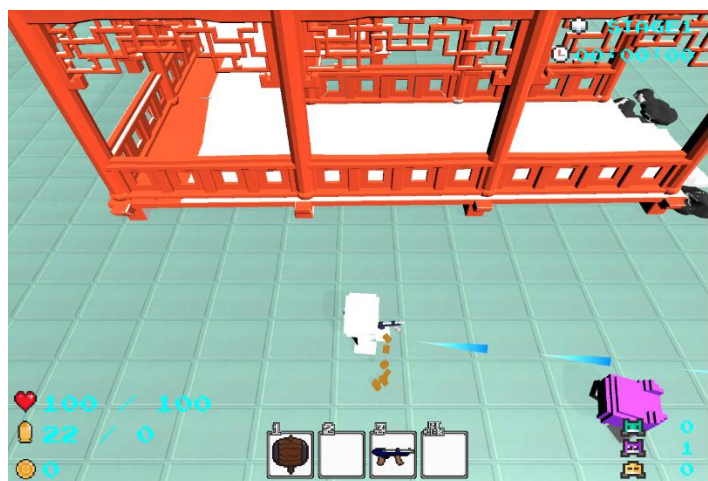
Item shop keeper



Alice is a famous chemist and item shop owner. She was the first human to discover the ability to heal using only a heart-like object. Her ability to create strong bullets and grenades are unmatched.

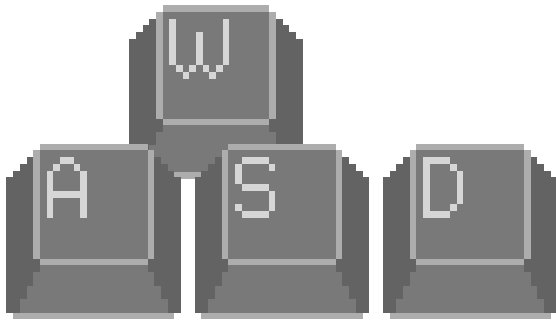
Will you be able to take control and save the planet?!





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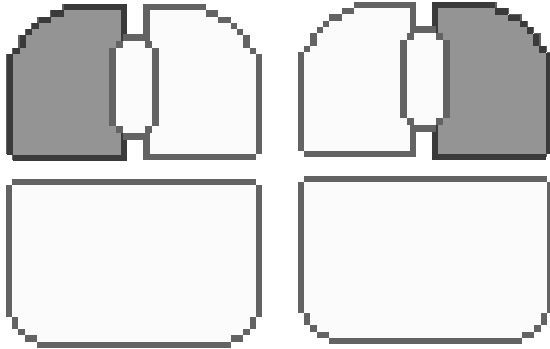


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Play Instructions





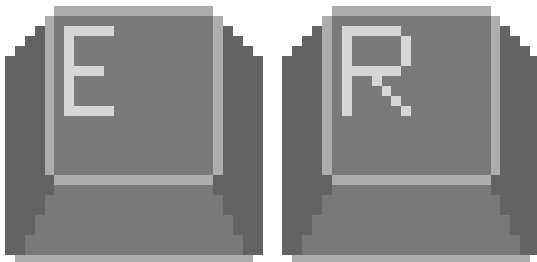
Pokupan is controlled using the WASD keys. This is a typical PC game control scheme. The player moves forward with , left and right with  and  respectively and lastly moves backwards with .





The player can attack and aim their attacks with the mouse. Moving the mouse will move the cursor to the location that they wish to attack. By left clicking on the mouse the player will either swing their hammer or shoot a bullet at the chosen location. Right clicking will throw a grenade at the chosen location.



Pressing the  button while standing still will cause the player to jump vertically on the spot. Pressing the  button while moving however, will allow the player to perform a dodge animation.



The  key will do nothing normally but if the player is near a weapon or a shop – pressing this key will either pickup the weapon or open the shop.

The  key allows the player to perform a reload animation while holding their weapon.

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Management Jira Report

























Since we made a Kanban board instead of a sprint-based board we were unable to generate a report using the Jira Software. This was discussed in early in the development. Instead, provided is an external document containing an overview generated by Jira of all the completed tasks and the rest can be seen with the access provided to the group's board.

| Type | Key | Summary | Assignee | Reporter | P | Status | Resolution | Created ↕ | Updated | Due |
|------|---------|--------------------------------------|--|--|---|--------|------------|--------------|--------------|-----|
| ✓ | GAME-54 | Boss Models |  Xinyu Zhou |  Elijah Trajkovic | = | DONE ✓ | Done | Sep 9, 2021 | Sep 9, 2021 | |
| ✓ | GAME-53 | Four Boss Animations |  Hwanjoo Lee |  Hwanjoo Lee | = | DONE ✓ | Done | Sep 8, 2021 | Oct 6, 2021 | |
| ✓ | GAME-52 | Boss Textures |  Xinyu Zhou |  Elijah Trajkovic | = | DONE ✓ | Done | Sep 8, 2021 | Sep 9, 2021 | |
| ✓ | GAME-48 | America Country Map |  Linglin Li |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 18, 2021 | Oct 21, 2021 | |
| ✓ | GAME-47 | China Country Map |  Linglin Li |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 18, 2021 | Oct 21, 2021 | |
| ✓ | GAME-46 | South Korea Country Map |  Xinyu Zhou |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 18, 2021 | Oct 21, 2021 | |
| ✓ | GAME-43 | NPC Animations |  Hwanjoo Lee |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 18, 2021 | Sep 9, 2021 | |
| ✓ | GAME-40 | Tutorial UI Design |  Elijah Trajkovic |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 18, 2021 | Sep 9, 2021 | |
| ✓ | GAME-37 | Money and Health Icons |  Elijah Trajkovic |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 18, 2021 | Oct 21, 2021 | |
| ✓ | GAME-36 | Save and Load Functions |  Elijah Trajkovic |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 18, 2021 | Oct 6, 2021 | |
| ✓ | GAME-35 | Menu Background Art |  Elijah Trajkovic |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 18, 2021 | Aug 25, 2021 | |
| ✓ | GAME-34 | Button Design and Functionality |  Elijah Trajkovic |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 18, 2021 | Aug 25, 2021 | |
| ✓ | GAME-33 | Game Logo |  Elijah Trajkovic |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 18, 2021 | Aug 25, 2021 | |
| ✓ | GAME-27 | Character Health and Damage System |  Hwanjoo Lee |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Sep 9, 2021 | |
| ✓ | GAME-25 | Weapons and Items Models |  Xinyu Zhou |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Oct 21, 2021 | |
| ✓ | GAME-22 | Object Models |  Linglin Li |  Hing Long Lau | = | DONE ✓ | Done | Aug 4, 2021 | Oct 21, 2021 | |
| ✓ | GAME-21 | Menu and Pausing System |  Elijah Trajkovic |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Oct 6, 2021 | |
| ✓ | GAME-20 | NPC Models |  Linglin Li |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Sep 9, 2021 | |
| ✓ | GAME-19 | Player Model |  Linglin Li |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Sep 9, 2021 | |
| ✓ | GAME-18 | Weapon Icons |  Elijah Trajkovic |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Oct 21, 2021 | |
| ✓ | GAME-14 | Tutorial Level and Logic |  Elijah Trajkovic |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Sep 9, 2021 | |
| ✓ | GAME-8 | Object Interactions |  Hwanjoo Lee |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Aug 25, 2021 | |
| ✓ | GAME-7 | Shopping Mechanics |  Hwanjoo Lee |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Aug 25, 2021 | |
| ✓ | GAME-6 | Background Asset Creation (Adelaide) |  Xinyu Zhou |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Nov 4, 2021 | |
| ✓ | GAME-5 | Enemy AI and Movement |  Hwanjoo Lee |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Sep 9, 2021 | |
| ✓ | GAME-4 | Shooting Mechanic |  Hwanjoo Lee |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Aug 25, 2021 | |
| ✓ | GAME-3 | Dodge & Jump Mechanic |  Hing Long Lau |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Aug 25, 2021 | |
| ✓ | GAME-2 | Basic Movement Mechanics |  Hwanjoo Lee |  Elijah Trajkovic | = | DONE ✓ | Done | Aug 4, 2021 | Aug 25, 2021 | |

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Version Control

Our version control was done in a very basic manner of a Google Drive folder containing each of the builds. As a team we communicated what build was just upload and who was working on the next task. This proved sufficient to our needs for the project but using a proper GitHub repository would be ideal given a second attempt at the project.

| Name ↑ | Last modified |
|--|---------------|
|  Pokupan v0.1.zip  | 25 Aug 2021 |
|  Pokupan v0.2.zip  | 8 Sept 2021 |
|  Pokupan v0.3.zip  | 13 Sept 2021 |
|  Pokupan v0.4.zip  | 1 Oct 2021 |
|  Pokupan v0.5.zip  | 12 Oct 2021 |
|  Pokupan v0.6.zip  | 26 Oct 2021 |
|  Pokupan V0.7.zip  | 26 Oct 2021 |
|  Pokupan V0.8.2.zip  | 31 Oct 2021 |
|  Pokupan V0.8.3.rar  | 1 Nov 2021 |
|  Pokupan V0.8.4.zip  | 4 Nov 2021 |
|  Pokupan V0.8.zip  | 29 Oct 2021 |
|  Pokupan V0.9.zip  | 4 Nov 2021 |

Provided here is the link to the Google Drive builds folder:

https://drive.google.com/drive/folders/1Av-DTDJctxQfG9FXTO3r3qkoYAnhpA_C?usp=sharing

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Team Agreement

Below is the team agreement, word-for-word of what we discussed at the start of the semester:

“As a group the plans for the game are to it as an assessment task but also to be slightly educational about major cities around the world. The concept of the project is expected to be finished by week 5 - with the walking, fighting, and shopping mechanics being the basic concept mechanics. Given more time for the project more assets and levels will be added to the game.

The team will meet once a week in person to discuss progress and what should be done in the coming week. Decisions will be made through consensus and if the consensus doesn't work, a vote will be used as a compromise.

Members will be expected to attend every weekly meeting unless a valid reason is given. Team members will be expected to have all their work done by the deadlines agreed upon by the group. Lack of attending more than one meeting without a valid reason and failure to complete work by the deadline, will be cause for termination from the group.

There will not be group roles as tasks will be assigned equally among members.”

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Reflection of Team Management

As a group we genuinely felt as though we all work very well together, despite some language barriers between the group. Communication was effective and an overall timeline was discussed and agreed upon very early in the project's lifespan. There were some minor time management issues, but this was often due to larger tasks in other subjects taking priority, such as the master's project.

Every week there was a meeting that occurred on Wednesday, in which the group would meet up before the Wednesday computer lab session and discuss what has been done and what will need to be done in the coming week. Everything progressed very well for the first few weeks with large chunks of progress being made but once again the other priorities slowed progress closer to the end of the semester. Collectively we all agree that given the chance to solely work on the game and nothing else, we all would have been able to put a larger amount of our energy and passion into the game.

Meetings and communication were respectful every meeting and we felt as though given the team natively speak 3 different languages, we were incredibly success in our ability to adapt and communicate. There were some minor issues with the 'nitty gritty' aspects of the game design, which found that non-native English speakers struggled to understand some of the idioms and colloquialisms that are present in design topics.

If we could change how we handled the project this semester it would be the task priorities. We grossly underestimated the time and energy that 3D models and animations take to produces. The 3D models were the cause of a large majority of our struggles throughout the semester. From models not entering in the project correctly, animations blatantly not working – to 3D models literally breaking the game causing version rollbacks. In hindsight we would change the programs used to generate the models as they were likely not ideal for the Unity Engine and allocation of time earlier to the 3D models.

With all said and done, whilst the game is no where near perfect, we are all happy and proud of what we were able to achieve in such a short period of time – especially given most of the group had zero game development background. While there are things we would have changed and things we would've liked to do better the overall game felt like a large achievement for the group. As of now there are no plans to continue the project as a group after the due date, but we all feel as though we have come out of this semester with satisfaction and growth.