

CSE310 Final Report

Hidden Crystals

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1 Game Accomplishment

1.1 Implemented

1.1.1 Game Setting

In this game we have set the game between two players, without the limitation of turns or time.

1.1.2 Exploration

The player can control the chess piece called wizard to move through click it and choose the position after move.

1.1.3 Information Display

Players can observe the information about whose turn it is in the screen for each turn.

1.1.4 Map

Generally speaking, our map design is elegant and clear in the game. Our game map is a little bit smaller than we have designed, to find the balance between screen size and pieces size. Also because of the time limitations, the UI design is not as same as design document.

1.1.5 Graphics

A simple 2D graphic model has been successfully into

1.1.6 Sound Effect

We have put a piece of music at the entering of the game, and at the time of winning.

1.2 Excluded

Due to the time limitation, some elements has been excluded in this game.

1.2.1 System Menu

The system menu was simplified to a quit function. Through the closing the window the game can be interrupted.

1.2.2 Elements in Game

We implemented only one wizard for each clan instead nine wizards. Mostly because of the jump function has not been achieved. If the chessboard is full of pieces, there will be a mess. Therefore, only one wizard was assigned to be controlled for each player. Thus, the size of the game map was also decreased.

1.2.3 Event Trigger

we planned to allow players to trigger some event by exploring the map. However, we do not have enough time and effort to implement it.

1.2.4 Animation

In game design we expected to make some animations for the discovery of crystal, the possible transmission and the final ritual. However, the time constraint and technical skills do not permit.

1.2.5 Artificial Intelligence

Also, because of the time limitation, we have not implemented the artificial intelligence in this game. The simplest idea for AI is to firstly find the wizard with the shortest distance to a possible position of crystal and explore there. If not found then do another try for remained wizards. Once the crystal is found then do the move of wizards to magic triangle.

1.2.6 Network

Essentially the network is not necessary in Hidden Crystal.

2 Playtesting

2.1 Tester 1

This game is obviously an unfinished game, but its interesting game story and clear motivation has impressed me. Nowadays, in China, the game designed for elderly is scarce, and this game has taken a fully consideration of this group of population. This kind of idea is promising and may have a big opportunity in the future. Therefore, I think although it is just a prototype now, this game is still worth to be expected.

2.2 Tester 2

The game is really friendly to new users. Only one minute is required to get familiar with the whole rules of the game. In addition, the indication showing whose turn it is is very user-friendly. However, the game is seemed to be a little boring. Possibly some more extensions are necessary in the future version.

3 Third Party Resources

In Hidden Crystal no third party resources are implemented. So no plagiarism problem will happen.

4 Reflection on Development Experience

4.1 Working Experience

I must admit that I underestimated the amount of work in this project and overestimate the abilities of my group member. We have only two members in our group and we didn't work with each other before. So, conflicts may occurs sometimes. The project progress is extremely slow when implementing the game project because of lack of efficient cooperation and adequate work force.

If there is the second chance to accomplish the project, three group members will be the best choice, so that each members are more likely to have rational work distribution and reducing the risks of failure.

4.2 Scheduling

Making a reasonable schedule for development and keep tight with it is significant for large projects. The schedule must give clear sub-deadlines for different tasks and flexibility should be left in advance for handling emergent 8 issues, especially for CSE305's final project, which may conflict with a lot of other deadlines in the second semester of year 4.

Also, it is crucial for group members to have a clear and correct prediction on the total time consumption of the project, which helps them physically and mentally. It prevents them stay too late at night and have more relaxed

mood when developing, which significantly reduces chances of producing unnoticeable bugs in code.

5 Ethical Issues

Although the story line of Hidden Crystal includes some wizards or other magic elements, the content of the game is entirely healthy. No potential addiction problems and gambling properties are contained.