

Task 1

The game which I have chosen to follow a tutorial for is the Balancing Car Game. Link to tutorial: <https://www.youtube.com/watch?v=0-gPQUQCWt4&t=3188s>. The aim of the game is to get from the starting point to the end point without dying or getting hit by a crate. It is a one level game and there is no such score at this point.

The game which I am doing the replica of is that of a basic level from Hill Climb Racing. The game started by the creator Toni created the first 4 levels of the game with 1 vehicle and after launching it it became a hit. The company continued to make more levels and more vehicles until the game is how we know it today with 15 vehicles and multiple environments. The software model which relates to how Hill Climb Racing was built is that of the Big Bang since there was no planning involved and the implementation kept ongoing after the game became a hit.

Research: Zamora, B. (2018). *Hill Climb Racing – A Monetization Success - Windows Developer Blog*. [online] Windows Developer Blog. Available at: <https://blogs.windows.com/buildingapps/2014/02/12/hill-climb-racing-a-monetization-success/> [Accessed 5 Apr. 2018].

Production timeline:

3rd April 2018 – Started game

- Created first script- CarController
- Focused on the basic components of the game: car, sky and map

4th April 2018 – Camera Movement, Flag and Crate

- Added the CameraController, EndGame and the GoalComponent scripts
- Focused on making the player lose and win
- Focused on making the game playable

5th April 2018 – Finalizing the game

- Worked on some arrangements on the game and updated some missing tags and colliders which were not working properly

12th April 2018

- Worked on point system and pausing/restarting the game
- Finalized the game

Link to updates: <https://github.com/maria2412/Game-Task2/commits?author=maria2412>

Game Components:

Winning: user must hit the flag to win the game

Losing: user must hit a crate or fall on head to lose the game

Rules: player must move the car using the arrow keys to move to the end

Challenge: user must get to the flag to win without dying

Scripts used:

CameraController Script: used to move the camera along with the car on the map

CarController Script: used to move the car using the arrow keys

GoalComponent Script: used when the player hits the flag in order to win the game

EndGame Script: used when the player is hit by a crate or is rotated and hit on the head and therefore loses the game and it ends.

