

Computer Game Design

Concept and Pre-production

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Project Idea: Wisps

Requirements

- Design a computer game in groups to develop teamwork, time management, and communication skills.

Concept

- **Genre:** puzzle and strategy
- **Description:** The player starts in a 3D level where they must collect all of the key items (wisps) to complete it. The wisps will appear and disappear around the map at set intervals in specific locations. Some of the level will be a more open area, and other parts of the level will be more maze-like or enclosed. The graphics will be simple and the level will be fairly large. The player will have three lives, and there will be enemies throughout the level stopping your progress. Colliding with an enemy causes you to lose a life. Losing all your lives causes the level to restart and your collection progress to be lost. There are a few health potions around the map, and collecting one gives you back one life. Collecting a health potion when you have full health has no effect. We are planning to have just one level, but if time permits we may add another one.
- **Motivation:** This puzzle and scavenging game provides an immersive experience to stimulate the mind, keep the spirits engaged, and offer a sense of accomplishment for the players. Using Unity's physics engine to craft exciting puzzles and cleverly designed levels will keep both new and seasoned players entertained and intrigued. With the motivation of achievement, advancement, and escapism, the players progress through the narrative as they are solving mysteries, finding hidden objects, and unlocking secrets. The player will also be motivated by a layer of discovery in the immersive world.

Github

- [meklitAlemu/CTCH-Game-Design \(github.com\)](https://github.com/meklitAlemu/CTCH-Game-Design)

Timeline

- Project Repo creation - 11 February 2024
- Project Proposal - 13 February 2024
- Project Meeting #1 - 14 February 2024
- Basic Level Layout Done - 27 Feb 2024
- Aesthetics Level Design Done, Player Logic Done -12 March 2024
- Basic Enemies, Health/Lives Functionality Done, Wisp Collection - 19 March 2024
- Project Meeting #2 - 20 March 2024
- Moving Wisp Functionality Done, Enemy Logic Done - 27 March 2024
- Final Project Presentations and Demonstrations - 3 April 2024
- Project Report Due & Final Project Presentations and Demonstrations- 10 April 2024

Responsibility

- **Meklit** - Github management, level design, level logic, character design (player/enemy), enemy logic
- **Mackenzie** - level design, level logic, wisps design/logic, health potion design/logic