**Production**

The production end of this project started with a bit of a stumble, with the first split lacking a necessary level of communication among teams on the work they needed to do and requirements to get it done. Production needed to adopt a more focused approach to task assignment and creating deliverable timelines. This was, to an extent, remedied with the expansion of team meetings, both in number and the scope of what was covered within them to create a better environment for communication and clarification of requirements and goals. This led to us getting on task and staying on task for much of the project, though our actual task keeping system does not necessarily reflect this and will need better maintenance going forwards. As it stands now, Simmer is lacking in definition of what we would like the player experience to be and will need special focus. We did not accomplish every goal created at the outset, but we are proud of the deadlines we did meet and the work that we got done.

**Art/Visual/Writing**

The art side of this project was able to produce individually created assets while maintaining an impressive level of consistency and adherence to an agreed upon aesthetic palette. The art direction of our game was discussed and concepts drawn up very early on through mood boards and group discussions that allowed us to move very quickly into the generation of end-state assets. We do believe that this process could have been better organized and communicated if there had been a designated art lead or some other form of liaison to communicate to the larger group the current in-progress work of the art team. This would have also helped to create a more rigid deliverable schedule and more consistent day to day production of assets. This also led to the end of the project having an inordinate amount of assets to produce, an issue that could have been avoided. While we were able to turn around many of our communication issues by the mid-point, the above mentioned issues still need improvement. Lastly, in relation to the lackluster definition of the desired player experience mentioned in the production section, at times the narrative felt lacking, with no clear start to finish path of what story was being told.

**Programming/Software**

Firstly, the software team did an excellent job of mitigating bugs throughout the entire development cycle. There was not a single major bug or logic error that was unsolvable or presented a major roadblock. There was no major rush to implement the features of our game and the team was internally approachable, helping one another to complete their respective tasks and generally working very well in a cooperative setting. Early issues with communication were met with an increase in synergy that allowed for a turnaround in our early development process. There were issues later on with building on top of complete modules, as our documentation was sparse and traversal of code became an issue. Decisive design decisions needed to be more heavily integrated with what could be realistically engineered and those decisions should have been finalized before code was written, not made while the game was being built. This led to us not being able to complete absolutely everything we might have liked to and we would have liked the game to get farther than it did.

**Audio**

We did not plan ahead far enough for the implementation of audio and would have liked to accomplish more for our game. Those that did step into the role of implementing what we do have in game did good work.

# **Credits**

**PRODUCTION**

Ian Richardson

Constantine Kolokousis

**GAMEPLAY DESIGN**

Ian Richardson

Evan Li

Joe Carter

Moises Perez

**SOFTWARE DEVELOPMENT**

Joe Carter

Evan Li

Yuhong Li

Moises Perez

**VISUAL DESIGN**

Emily Ye

Rayna Li

Jesus Picos

Israel Renteria

**LEVEL DESIGN**

Joe Carter

Emily Ye

Moises Perez

**AUDIO AND MUSIC**

Joe Carter

Charles Cenizal

Moises Perez

**CONCEPT ART**

Emily Ye

Jesus Picos

**WRITING**

Fernanda Becerra

Constantine Kolokousis

Evan Li

Israel Renteria

Ian Richardson

**UI/UX**

Fernanda Becerra

Joe Carter

Evan Li

Yuhong Li

Moises Perez

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# **External Tools**

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Lim, R. (2014, April 20). *Algorithm for Drawing Trees*. Rachel Lim’s Blog.

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(External Audio Clip credit) Mixkit.co

(External Audio Clip credit) <https://assetstore.unity.com/packages/audio/music/casual-game-bgm-5-135943>

<https://assetstore.unity.com/packages/audio/sound-fx/foley/footsteps-essentials-189879>