

Pong Project

⚠ This is a preview of the published version of the quiz

Started: Nov 12 at 12:56pm

Quiz Instructions

Intro

For this project you are taking a at least mostly made pong version programmers made and improving it.

Examples of Completed Work / Painting the Target

- Not Pong but for Juiciness
 - At the start it is basic and mostly functional, but it gets a lot of little things added to make it more awesome.
 - <http://grapefrukt.com/f/games/juicy-breakout/> [\(http://grapefrukt.com/f/games/juicy-breakout/\)](http://grapefrukt.com/f/games/juicy-breakout/)

Project Requirements

- Git Repository
 - INCLUDE UNITY GIT IGNORE FILE
 - All students must be on the repository, and commit their work to it.
- Asset List
- Task Tracking
 - *Trello*
- Preproduction
 - GDD/Theme/Style Guide/General Plan/Roles
- Requires a menu with all variation levels made
- Needs to be able to exit the game, including hitting escape and a button on menus
- Needs a base level that looks and sounds like original pong
- Needs a variation level
 - Themed based on given theme
 - One changed rule from original
 - Minor Juicy Effects – pick at least one per programmer
 - Screen Shake
 - Particle effect on collision
 - Squash and Stretch paddle or ball
 - Color changing on collide
 - Size changing on collision
 - Some other effect that happens on a trigger (AKA not something always on like a trail)

- Art assets
 - Paddle sprite
 - Wall sprite
 - Level Background sprite
 - Menu Backgrounds
 - Ball sprite
 - 9 Tile Sliced Button sprite
 - *Logo*
 - *HUD Art (optional)*
 - *Possible special effects (like particles)*
- Sound effects for
 - Paddle hit
 - Wall hit
 - Goal
 - End game
 - Button click
- Music
 - Looping track for level (at least 30 second)
 - Optional Looping menu track
- *Presentation*

Milestones/Timeline

- Day 1
 - Form teams
 - Get Documentation done
 - Trello set up
 - Git Hub Repository Set Up
 - Make sure everyone is on repository and Trello
 - Everyone plays base game
- Day 2
 - Make assets
 - Makes effects/minor rule change
 - Test assets in local (not committing) base game as done
 - Iterate
- Day 3
 - Implement assets
 - Test project
 - Fix bugs

- Iterate
- Day 4
 - Finalize game
 - Submit github link to Canvas! Do not delete this repository ever.
 - Submit all documentation to Canvas
 - *Present what you got done!*

Team Roles descriptions and responsibilities








- Programmers -
 - Use base built previously of classic pong
 - Make a variation level where some rule is changed somewhat (different direction), paddles moving weirder
 - Make lots of little effects to make game juicy without changing base rules.
 - Make sure all added ties into theme and doesn't clash
- Artists -
 - Use provided theme to create assets for the game
 - Implement and test Assets using base game first
- Sound Designers -
 - Create set of sound effects for classic versions
 - Implement and test these in base game
 - Create new set of sounds and one looping music track based on theme










Question 1

5 pts

Who is on your team and what are their roles? If not a lead, just use programmer, artist, or sound designer.

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Question 2

5 pts

What is the link to your Trello?

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Question 3

5 pts

What is the link to your GitHub?

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Question 4

5 pts







What are the links to your other documents that all members should be able to access?









Asset list


GDD

Style Guides

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Quiz saved at 1:15pm

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