Game: Shrek’s Adventure

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Purpose

This game is a sidescroller game like Super Mario Bros. The characters that are in the game will be Donkey and Shrek. Shrek will have to travel from one end of the map to the other end. The game will have obstacles along the way, allowing players to have a more entertaining time in playing the game. The goal of the game is to reach the final point of map, which will be a door, and the game is finish.

Instructions for running the digital prototype

* In the game, players start off as Shrek
* Characters can be toggled by hitting the ‘e’ key
* Characters are able to move around by hitting the left and right arrow keys
* Characters are able to jump by pressing the spacebar
  + Shrek has a smaller jump height in comparison to Donkey
  + This difference in jump height may be required to pass portions of the level
* Players respawn after falling into the swamp

Digital prototype submitted on time, instructions for running, goals of playtesting, questions to ask playtesters, roles of teammates during playtesting, program works possibly with some errors, appropriate comments in source code.

Play testing Goals

- We want to make sure that players like the two-character function in our game and they find it fun.

- We want to make sure there are no fatal flaws in our system that would allow players to cheat

- We want to get feedback on the look of our game.

- We want to get feedback on the feel of our game.

- We want to get feedback on the controls of our game.

Roles of the play testers

- Nik, Luke and Joston will play test other games

- Zac, Andre and Will will run our playtest

Questions

- Are the controls easy? Should we change them in any way?

- Do you like the dynamic of two characters?

- Do you like the look of the game? Should we change colors?

- Do you like how the characters move? Should we slow them down/ speed them up?

- Are there anything you want to add to improve the game?

- Did you have fun?

- Do you have any confusion while playing this game?

- If you could change one thing, what would it be?