

Nikolas Abraham

WK10 - PROCESS ANALYSIS

301325839

Step 1: Plan

To get started build and outline of the details and context of the project by listing the following:

- What was the name of the project?
 - Shadow Deflect
- What was your role in the project?
 - Programmer and level designer
- Did anyone collaborate with you on the project? If so, who?
 - Yes, a friend in the project
- What was the scope of the project? (ie. Was it a 2 week student project?)
 - It was a week side project for a community game jam on itch.io
- Was it a term ending project? Was it a freelance project for a client?)
- What tools or techniques were used?
 - Unity language or building the game, and aseprite for modelling the pixel art

Then take some time to **describe the project itself**, specifically laying out what the problem was that you were trying to solve, or the goal of what you were trying to create.

We encounter problems very early in the process of creating the game, in the planning stage, where we discussed several mechanics and the themes of the game. We had a lot of exciting ideas but could not really specify which one that we wanted to really focus/pursue on.

Now create a **second outline** that breaks down the process of how you solved the problem:

- Did some sketches on the ideas
- List all ideas in one document
- Put up a rating assessment based on how hard it is to implement and how interesting the game is.
- Vote on which one would be the best to implement given the time restriction

Detailed explanation

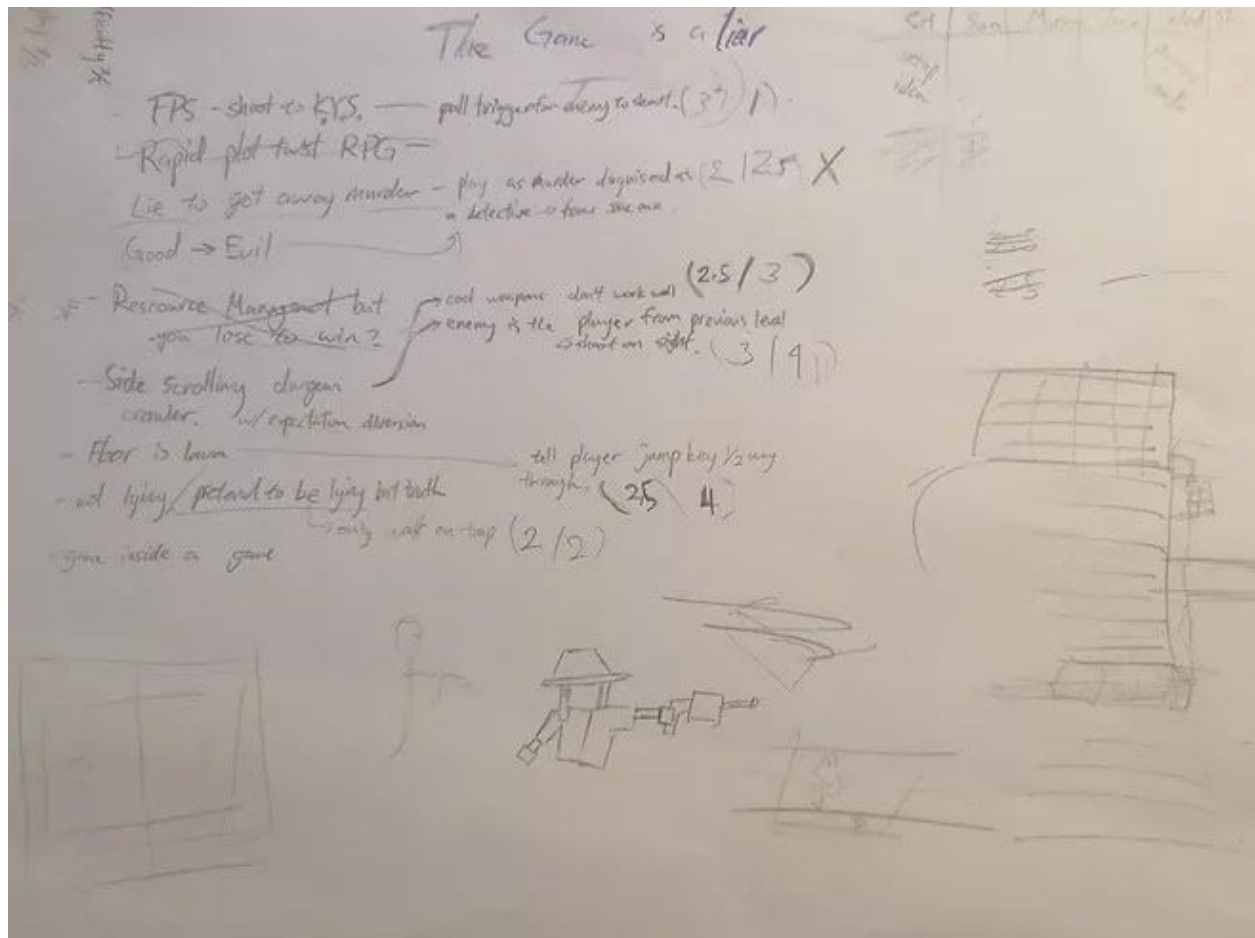
I felt like having a rough sketch in the beginning of the planning of each game that we propose to the list was a good idea because we have a general overview of what the game would look like as well as have better understanding of the game

overall. In addition, having to put up a rating based on how interesting and easy making the game helped us a lot in defining the shadow deflect game. We decided this mainly because of the time limit of the game jam, but we also considered which one will be the most interesting out of the easy ones.

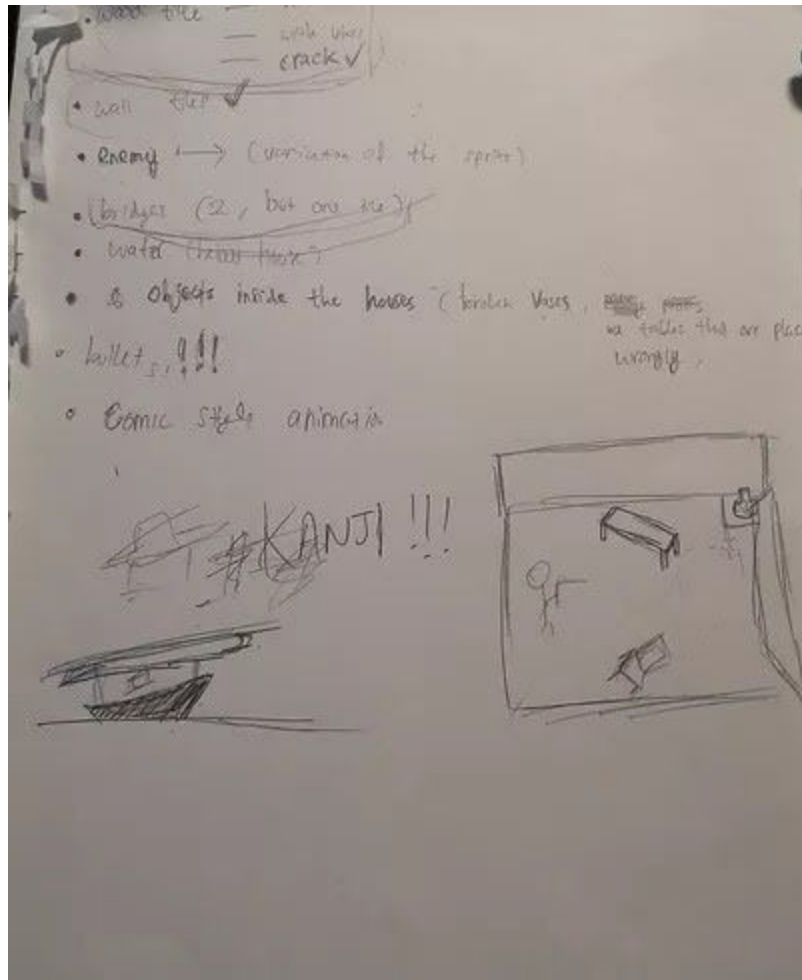
Finally briefly **describe** your **final result** and reflect on how it solved the initial problem described and what your key takeaways were in terms of learning, development or process growth.

We managed to complete the game and submitted it on time. Even though we did not win the Community Game Jam, we managed to score third in game design and innovation categories. We were ranked 23rd overall and received positive reviews from other participants. This achievement showed that we were right to do the screening on the planning, and scrapping all other great ideas that require too much work/time. I learned that in a team, there will always be ideas that are clashing, and sometimes it could slow/hinder the process of the goal you're trying to achieve. Therefore, it's better to consider all the options and make the decision together as a team.

Step 2: Images



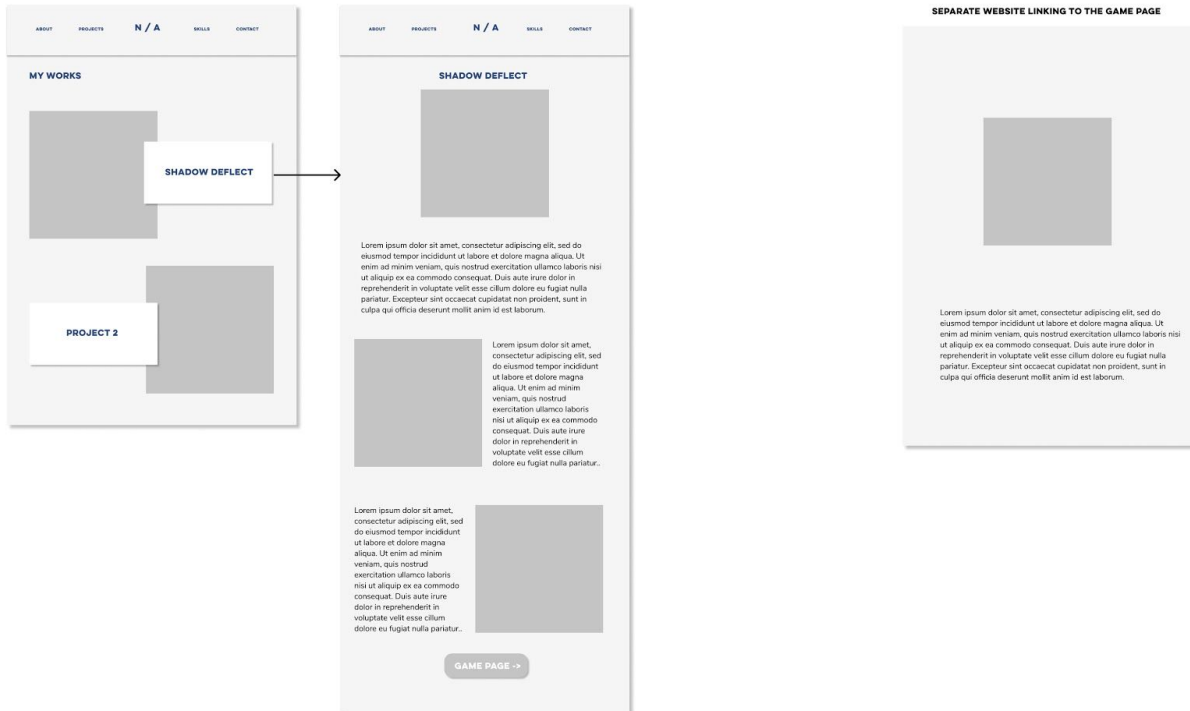
The theme of the game jam was the game is a liar, therefore we wanted to make sure that the games that are in our list were accurate with the theme of the game. As can be seen here, the rating can be seen in the image. For example, the first one is 3 in terms of excitement And 1 in terms of how hard it is to implement the game. The others have some considerable points as well but we decided to go with the shooting game in the end.



This was after we decided what kind of game we wanted to implement. These are additional planning before we actually started to code the game itself. A lot of important elements were considered here, such as having walls and tiles in the game, a comic style animation, objects inside the house, and variation of enemy sprites.

Step 3: Layout

WIREFRAME



References

All planning images (step 2) are created by me and my teammate (Jason Xu).