

Christmassacre

Group B

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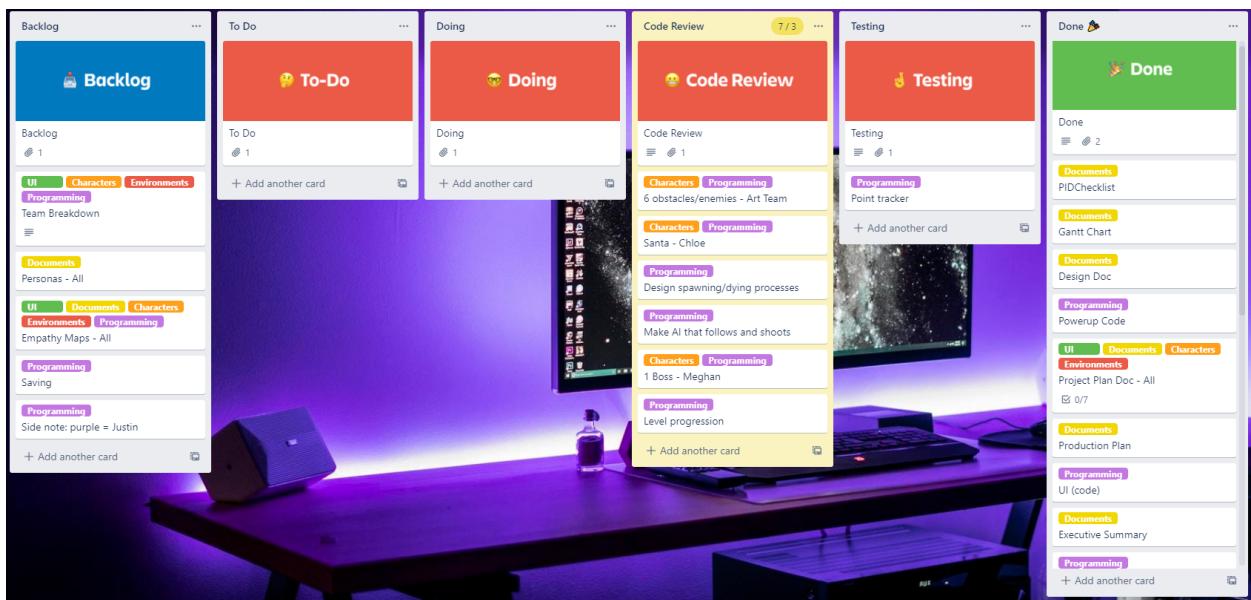
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Elevator Pitch

Christmassacre is a Christmas-themed game in which the player takes the role of Santa, fending off the creatures of the North Pole turnedevil by Jack Frost. It is a side scrolling shoot-em-up game for the light hearted gamer. This solves their need of getting a new high score and a sense of achievement after completion.

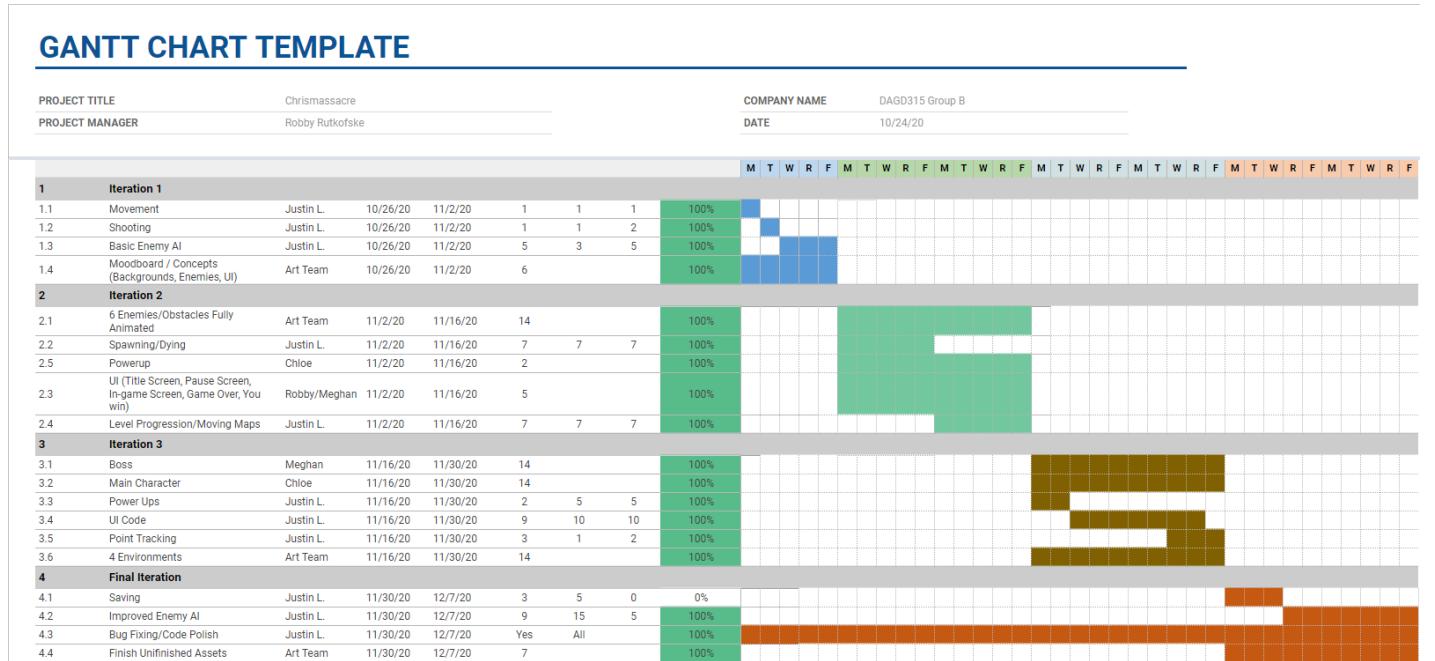
Communication

Our group communicated largely through the DAGD315 Discord server in our own respective group chat, #room-b. There, we set up weekly meetings on Tuesdays at 6 pm and any other time we would need to meet to have overviews of what was done in the past week, what needs to be done in the upcoming week, and any changes/critiques that need to be made. These tasks are also listed out on our group's Trello board [here](#).



Our assets were stored in Google Drive and Github/Gitkraken in addition to being sent over Discord. The Google Drive link can be found [here](#), and the Github link [here](#).

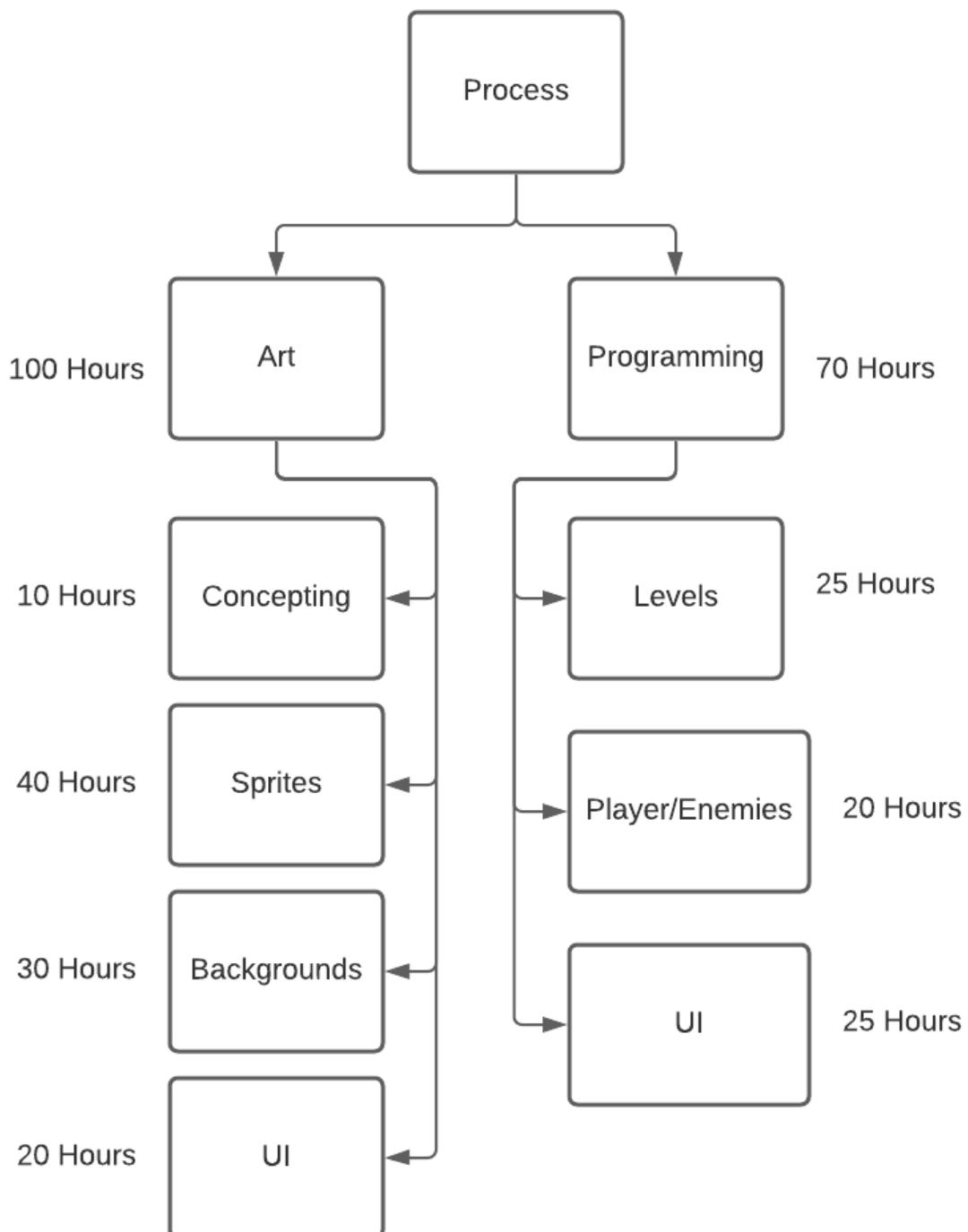
Gantt Chart



Work Breakdown

Roles	Authority	Responsibilities
<ul style="list-style-type: none"> 1. Project Manager 2. Programmer 3. Artists 	<ul style="list-style-type: none"> 1. Team Management 2. Programming 3. Art assets 	<ul style="list-style-type: none"> 1. Assigning tasks, keeping everything on track 2. Game Mechanics 3. Enemies/Obstacles, Backgrounds, and Protagonist

WBS



Deliverables List

Deliverable	Format	Technical Requirements	Comments
Executable Game	.exe	Computer	Executable game file
Unity File(s)	.Unity	Unity Engine	Compilation of game assets
Video Footage	.mp4	Computer/Monitor	Video file showing game off
Project documentation	.doc	Computer	Document showing off game development. This includes the group process book

Mechanics

Game Goals

- Defeat Jack Frost to save Christmas
- Earn the highest score possible

Features

- Animated pixel art characters
- Four parallax Christmas-themed levels
- Obstacles and power ups
- Unique easter egg ability

Actions

- Movement (WASD)
- Aiming and shooting (mouse)
- Pause

Objects

- Protagonist - Buff Santa
- Enemies
- Obstacles (Presents and Ornaments)/Power Ups (Milk and cookies)
- Health and resource bars
- UI screens

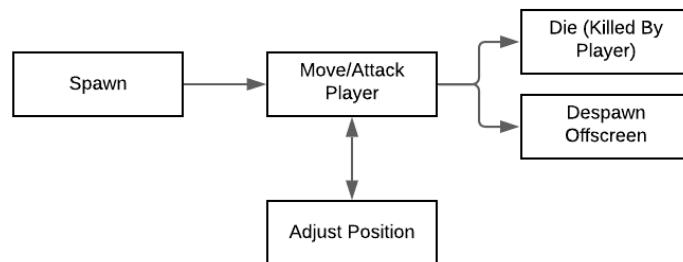
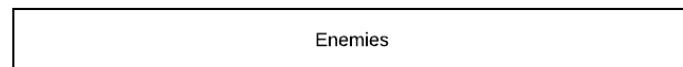
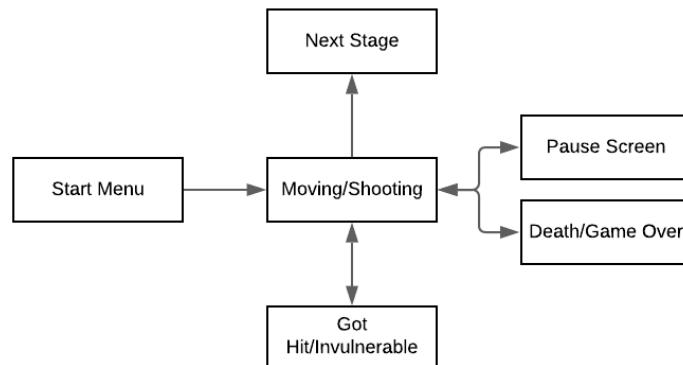
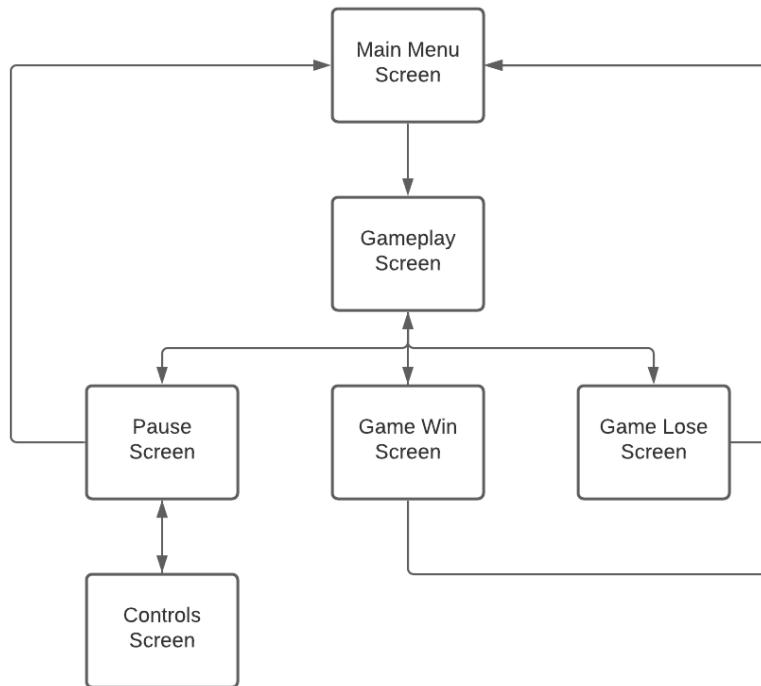
Win/Lose Conditions

- Win: Defeat a certain number of enemies (progress levels), Defeat Jack Frost
- Lose: Player runs out of health

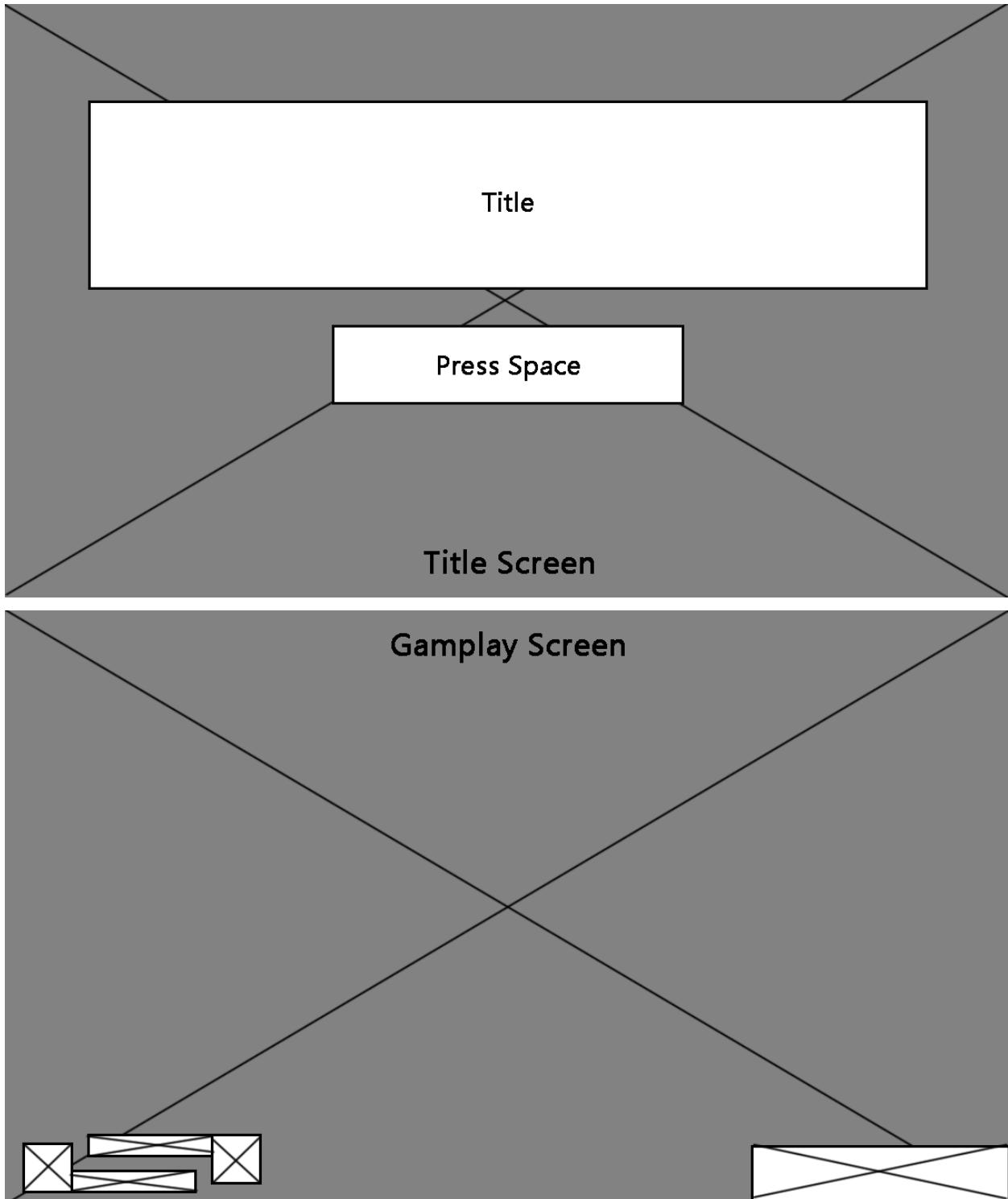
Enemies

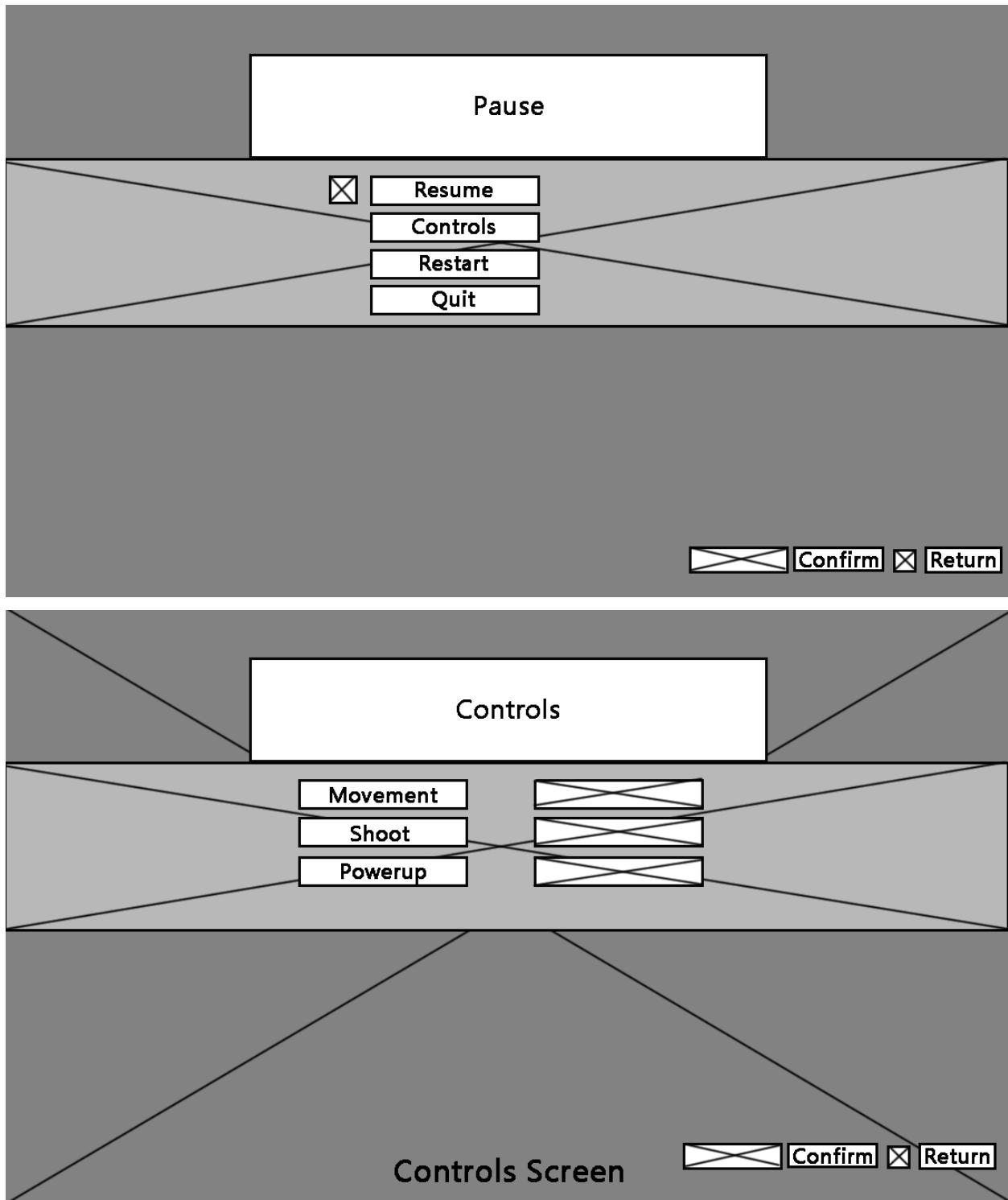
- Exploding Presents
- Exploding Ornaments
- Penguins
- Elves on reindeer
- Evil Gingerbread Men
- Evil Nutcrackers
- Jack Frost (final boss)

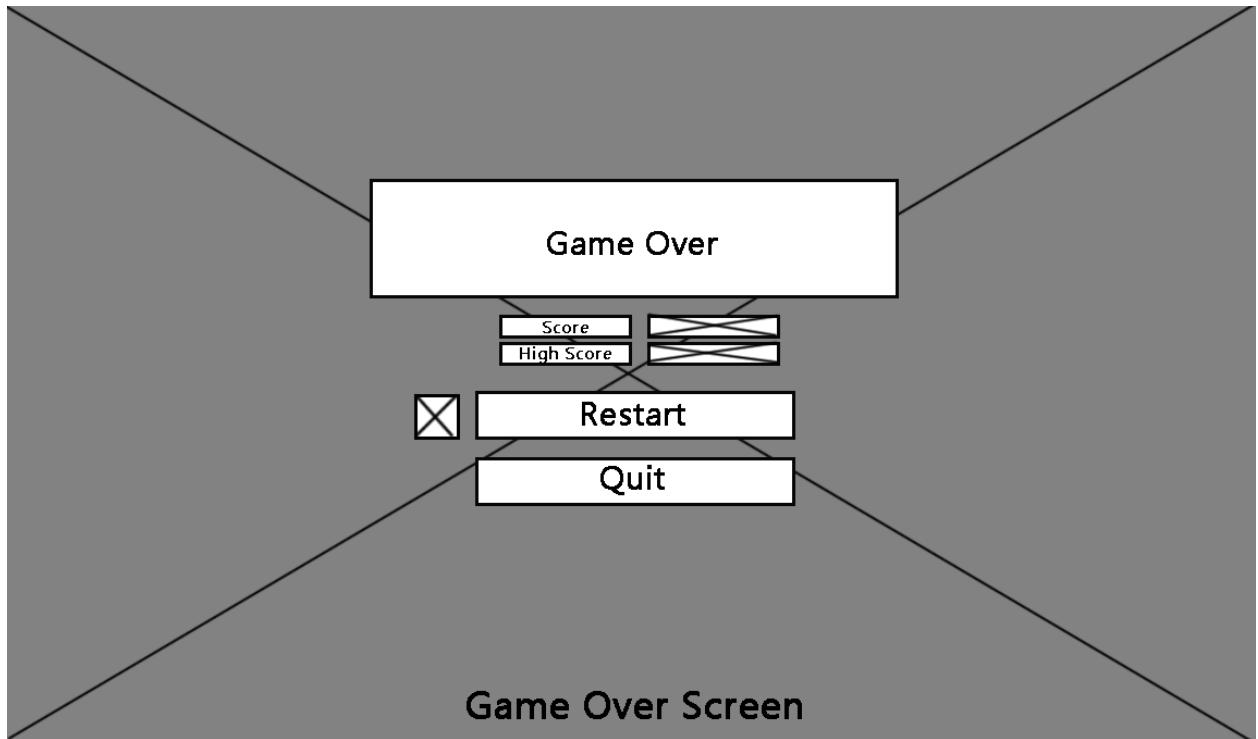
Flowcharts



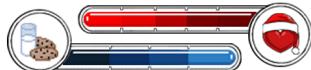
Wireframes







Final UI



Score:
High-Score:

PAUSED

RESUME
CONTROLS
RESTART
QUIT

CONFIRM RETURN

CONTROLS

MOVEMENT:
SHOOT:
POWERUP:

CONFIRM RETURN

GAME OVER

Score:
High-Score:

Restart

Quit

VICTORY!

Score:
High-Score:

Restart

Quit

Process

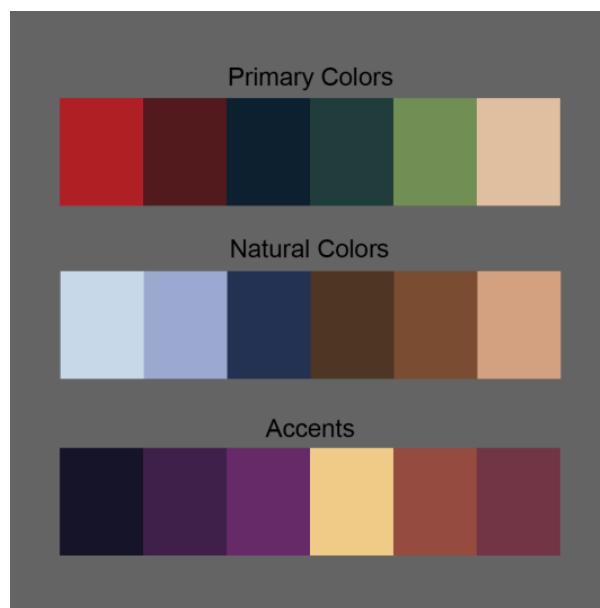
Weekly-Work-Breakdown

Week 1 (Week of 10/26): The group was formed and ideas were written down on to an Idea Board. A rough outline for a gantt chart and a trello board were created to set up deadlines for the group. The group settled on an evil Christmas themed shooter, and a general asset and environment list was formulated. The group presentation for this week's work can be found [here](#).

Week 2 (Week of 11/2): This week, the group progressed further with what was planned on the gantt chart. The art team created mood boards for all of the enemy assets and environments, as well as establishing a color palette for the assets. In terms of programming, basic movement, shooting, and some basic enemy UI was created. The group presentation for this week's work can be found [here](#).

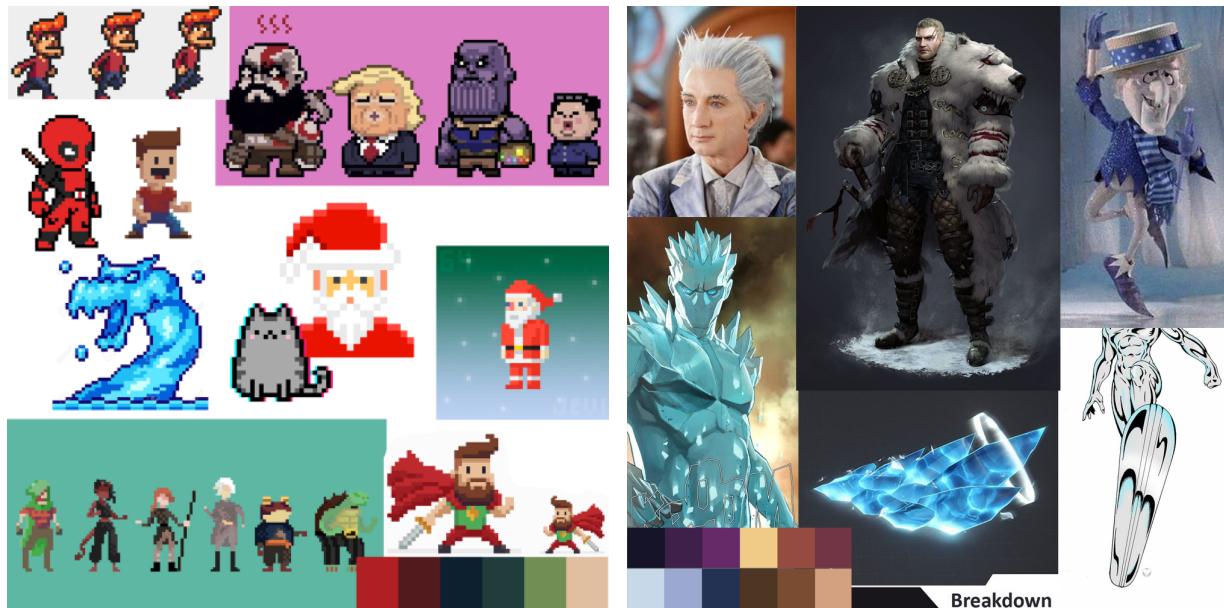
Color Palette

After understanding what we wanted the look of the game to be with the mood boards, we created a color palette to keep our art consistent.



Mood Boards

Beginning the process, our team decided on an art style and began making mood boards.

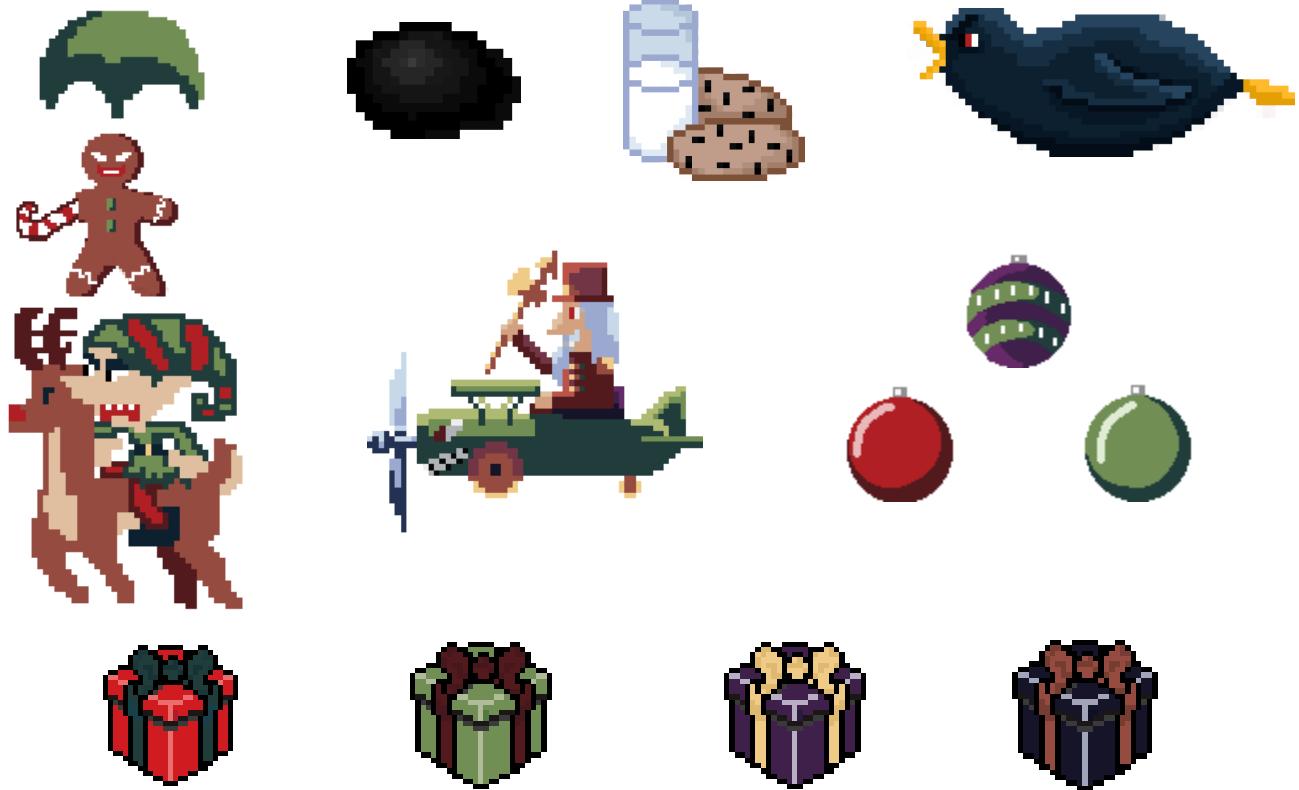




Week 3 (Week of 11/9): This week, the group finished all of the enemy assets, including their animations to go with it. The UI was also finished, which would be refined over time. In terms of programming, assets began to be integrated into the game, where each was programmed to have its own unique fighting style. The group presentation for this week's work can be found [here](#).

Asset Creation

With colors and styles in check, we could begin with enemy creation. Everyone learned how to make pixel art during this stage of the process.



Enemy Animations

Once the enemies were made, it was time to bring them to life. The art team next created animations for them by making sprite sheets and learning how to import them into Unity.



Week 4 (Week of 11/16): This week, the art team began the work on environments and other necessary assets. The boss of the game was created, which allowed for our artists to then shift focus on to the environments. The programming team continued to refine the enemy fighting styles and asset integration. Enemy animations were also programmed into the game to allow for the game to become more visually appealing. The group presentation for this week's work can be found [here](#).

Main Character and Final Boss Creation

At this point, the final characters, Santa and Jack Frost, needed to be made. We made sure that Santa could shoot with his cannon, and Jack could fly with his icy sleigh.



Week 5 (Week of 11/23): This week, the team began the creation of the environments. The main character and their animations were finished and implemented into the game. The programming team began point tracking and integrating the different power ups. The group presentation for this week can be found [here](#).

Week 6 (Week of 11/30): This week, the team finished the environments and they were implemented into the game. UI code and power ups were finished by our programming team as well.

Backgrounds

The final step for the art team was to create backgrounds with christmas themes.



1



2

¹ Santa's Workshop background

² Gingerbread Suburbia background



3



4

Week 7 (Week of 12/7): Over the course of this week, our entire team finished work on the project documentation, including group process book, the project plan, and the final presentation. Our programming team continued polishing the game and improving enemy fighting styles. A link to the folder can be found [here](#).

Feedback

Each week we were given feedback on how we could better work as a team, keep on track, and present our project. Each week we were given something new we could improve on, which helped us complete our project on time in an organized manner.

Changes

Some changes that had to be made due to time constraints and family matters, the saving feature had to be taken out of the game.

³ North Pole background

⁴ Candy Cane Forest background