

1 Introduction

Hi, my name is Natalie Hong and I am 'first' year Software engineering student. I was originally undertaking UX as an IT major and ultimately decided to pursue a more development based career. I like programming, photography, design and cyber security.

Now enough about me, let's get into the game. (also sorry in advance my spacing died :/)

1.1 What?

Faster than Water was originally a game concept built with the idea of the simulating being a pirate in a traversable world map. The title itself is a parody of popular game "Faster than Light" as the combat of the game is very similar to it. The main basis of the game was to collect four gems obtained by defeating bosses through combat. However, to defeat these bosses, different blueprints for ships needed to be collected through ship combat. Depending on the type of ship that was challenged in combat could increase or decrease a player's notoriety allowing for different entity interactions. Certain NPCs were also available as well as a vast environment to explore. This idea of collecting gems was implemented in the story and offered unique opening and closing animations to our game.

2 Individual Work

2.1 Description

For the majority of sprints I was involved with, I was in charge of visually implementing designed assets onto the game using the overlay renderer class and sprite batch methods. I also was part of the Creative Direction Team who was in charge of all major decisions and design consistency.

A run down of my sprints is as follows:

1. Sounds + Animation and basic sprites - Worked on fully implementing the sound manager for the
2. User Interface + Creative Direction Team -
3. Storyline team + Creative Direction Team -
4. Creative Direction Team -

2.2 Methods

I was also able to implement logic for

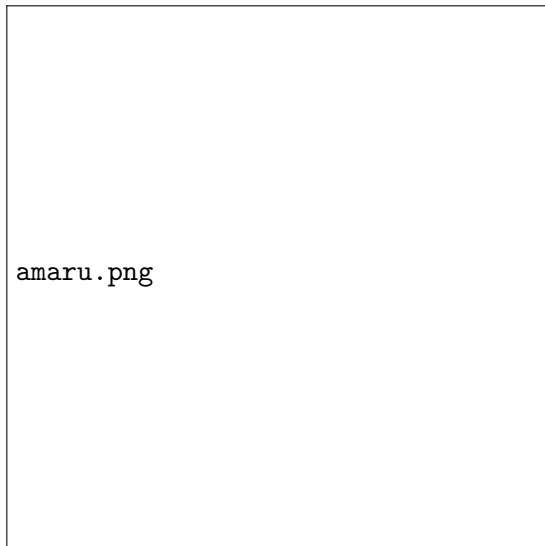


Figure 1: Main menu

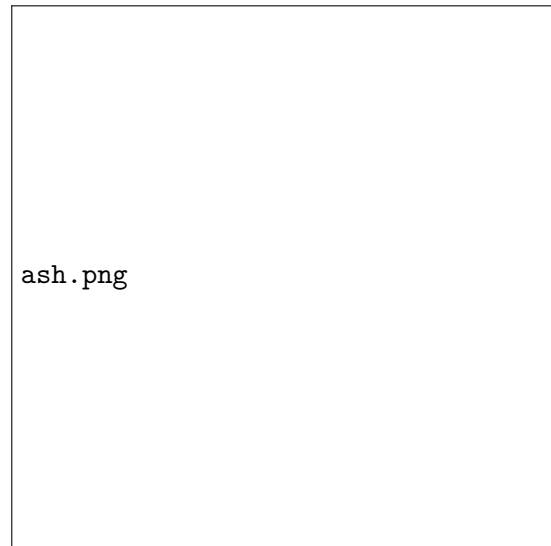


Figure 2: Map view