

Phase 1 - Analysis

LO1. Explore the use of game engines in real-world projects.

1. The game I chose for this project is Fruit Ninja. The development model used for this game was the Iterative Model. Firstly, the developers planned what the game will be played on, in this case phone, and what will it require to work. Once they decided it will be a mobile game and with no special needs, they moved into analysing what will the game need in order to work. The Game needs the sword, the fruit, the score, lives and the spawner in order to have the basics of the game. Once the components are planned, then they are forwarded to the implementation process where it all starts. The models of the fruit are done, then the main thing that the person will use to cut the fruit with, which is the blade, and then the fruit spawner which is a random game object which will spawn fruit from underneath for the user to slice. The coding of the game then starts and then the components are added together. After this stage is done, testing of the current game is made. Then testing the current game to locate any bugs and issues that is stopping the game from working or functioning well. Clients also give feedback of the project.

2. For the mechanics of the game I need a blade, which will be the player's main object to slice the fruit. The fruit, which will need a spawner that spawns fruit randomly from the bottom to the screen for the user to slice.

Blade



Blade animation which has a collider that when it touches with the fruit collider, it will cut the fruit.

Fruit (whole)



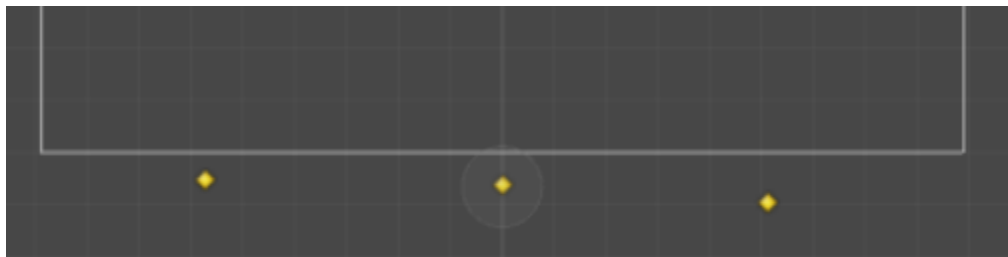
This will be spawned and when it hits the blade collider, the cut fruit will appear.

Fruit (cut)



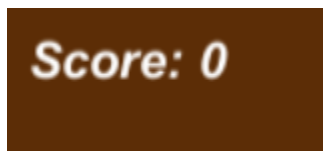
The fruit which will appear when the whole fruit is cut. Both parts of the fruit have a collider that when touched, they will fall apart. The colliders of the half fruits are set on each other so it triggers the effect immediately.

Spawner



These will spawn the fruit from under the scene. It has a timer which it will spawn the fruit with a light burst so it falls right back.

Score



This will show you how much fruit you sliced that is the point system.