

# ASSIGNMENT COVER SHEET (INDIVIDUAL)



Please print clearly in block letters using a ballpoint pen and complete all relevant sections on this form.

## ACADEMIC HONESTY //

As a JMC Academy student, you are responsible for ensuring any work you submit for assessment appropriately and accurately references the sources of all work you have used in your assignment that are not your own. Academic dishonesty is academic misconduct and can refer to act of plagiarism, collusion, cheating and contract cheating, falsification, fabrication and enabling academic misconduct. You are responsible for reading and understanding JMC Academy's policies and procedures in relation to academic honesty, and the process for investigating and determining act/s of academic misconduct, and what penalties will apply. Refer to your Student Handbook on PLATO and/or the JMC Academy website for more information.

First Name: Olivia

Last Name: Gonzalez

Student Number: 301974

Campus: ☐ Brisbane ☐ Melbourne ☒ Sydney

Course: ☐ Audio ☐ Film & TV ☐ Entertainment ☐ Music ☐ Songwriting ☐ Animation ☒ Games ☐ Design ☐ Cert III ☐ Master of Creative Industries

## ASSESSMENT DETAILS //

Unit Code: AGA307

Unit Name: Game Dev II: Programming

Assessment Number: A2

Assessment Name: Tutorial Project

Lecturer Name: Brendan Volano

Due Date: 22/08/21

## ASSESSMENT TYPE

- |   |   |   |
|---|---|---|
| <input type="checkbox"/> Essay            | <input type="checkbox"/> Storyboard/Plans | <input type="checkbox"/> Analysis           |
| <input type="checkbox"/> Report           | <input type="checkbox"/> Folio            | <input type="checkbox"/> Written Assignment |
| <input type="checkbox"/> Presentation     | <input type="checkbox"/> Research Paper   | <input type="checkbox"/> Schedule           |
| <input type="checkbox"/> Recording        | <input type="checkbox"/> Journal          | <input type="checkbox"/> Rationale          |
| <input type="checkbox"/> Logbook/Workbook | <input type="checkbox"/> Proposal         | <input checked="" type="checkbox"/> Media   |

Other (please specify):

## PLEASE TICK APPROPRIATE //

- ☒ First Submission ☐ Approved Extension ☐ Approved Resubmission

*please attach evidence if this is an approved extension or resubmission.*

## STUDENT DECLARATION //

- I have read and understood the Academic Integrity Policy and related procedures
  - I understand the consequences of committing an act of academic dishonesty
  - I understand that JMC Academy will investigate any alleged act of academic dishonesty, and I confirm I will participate fully in that process.
- I understand a copy of my assignment may be used by JMC Academy as part of the cycle of moderation.
- I declare that this assignment is all my own work, and that I have appropriately and accurately referenced sources of all material that is not my own. I declare that I have not plagiarised, colluded, cheated, contract cheated, falsified, fabricated any of the work presented in this assignment.

STUDENT SIGNATURE:

DATE: 22 / 08 / 21

## OFFICE USE ONLY //

Date received:

Received by:

**Game Title:** Flashlight

**Platform:** Steam/Pc

**Target Audience:** Ages 12+

**Game Summary:**

One very late night in the office and you're about to head home, but something is off...

You leave your room to find nothing but darkness, a flashlight and only one way out...

Make your way to the elevator at the top with only your flashlight but be careful... you are not alone...

**Game Outline:**

Player must use their flashlight to make their way to the elevator at the top of the level

Look out for batteries to recharge your light, and evade the monsters' sight by crouching behind objects (You have 4 hearts, and you lose them when caught)

**Unique selling points:**

- 2D Stealth platformer game
- Having a flashlight with an expensive charge
- Evade monsters by hiding behind plant pots and filing cabinets
- Monsters are wondering floors looking for prey
- Multiple maze-like levels with rooms extending out to other areas

**Similar Games:** Gunpoint, Little Nightmares, Backrooms, Katana Zero

**Fundamental Game Mechanics:**

Enemy wondering, character movement, flashlight mechanics, battery pickups, heart pickups, enemy vision lines.

## **Milestones**

### **1 – Basic character movement and level design**

- GitHub Setup
- Player can jump
- Player can move left and right
- Player can crouch
- Blocked out basic level structure

### **2 – Flashlight and enemy movement**

- Light source for flashlight
- Enemy can move left and right (State machine)
- Light pickups (Batteries)

### **3 – UI Layout and Enemy interaction**

- UI layout (Sprite or Vignette)
- Enemy interaction (Vision Lines & reset)
- Evade zone (Plant pot)

### **4 – Level design and bug fixes**

Block out more floor structures

- Doors into another floor (add UI Text help)
- Bug Fix and Game Testing

### **5 – Bug Fixing (Extras if on track)**

- Bug Fix and Game Testing
- Polish up

(Add Extras if Finished)

### **6 – Finish and submit**

- Bug Fix
- Finish and Submit