

# DaJamuel

## Petal Pursuit

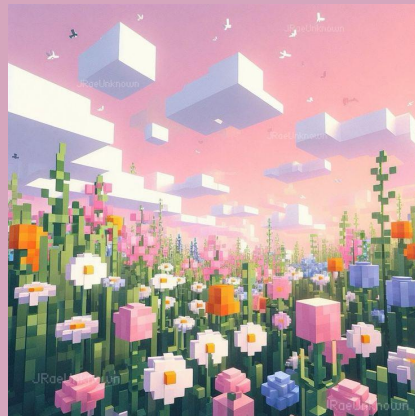
Single player adventure questing game where you gather flowers within a certain amount of time in an attempt to impress your date.

Combines time management with romantic storytelling, featuring a unique flower-matching system where each bouquet combination affects your date's reaction differently.



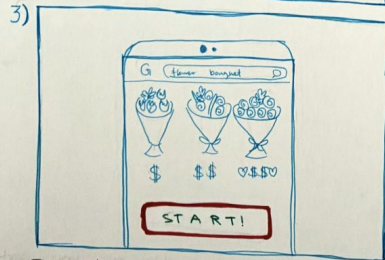
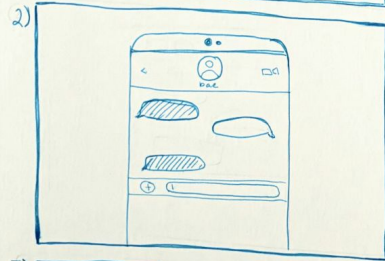
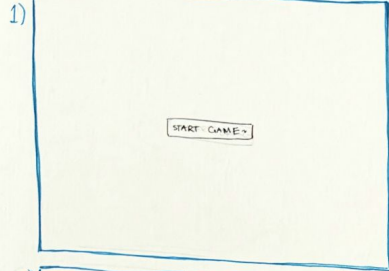
**Dalal** Alghaithi (Com Arts)  
**James** West (Comp Sci)  
**Samuel** Sarzaba (Comp Sci)

Intro to Game Dev, Fall 2024

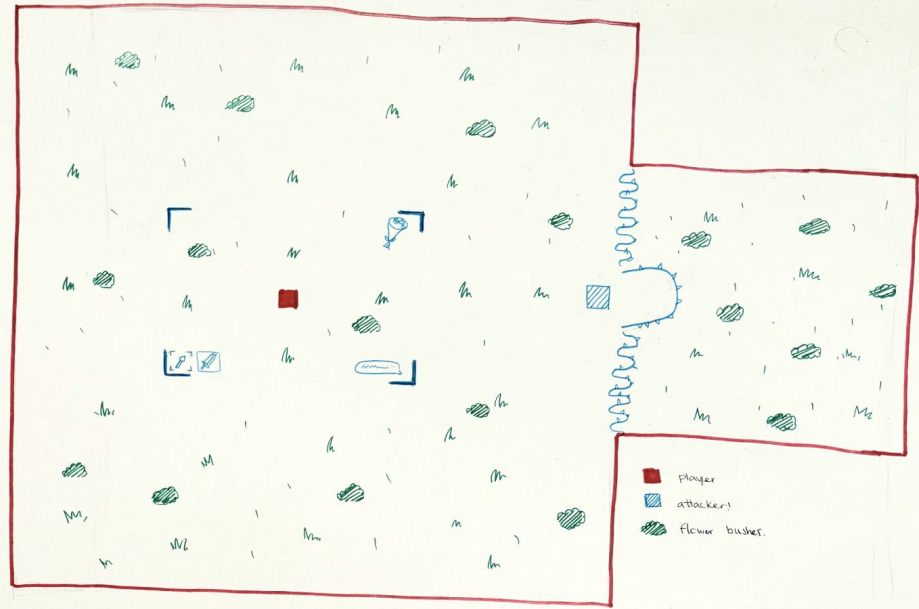


# Paper Prototype

## PETAL PURSUIT



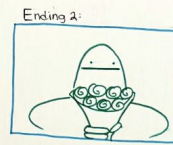
- o Timer system where partner sends texts every so often containing reminder
- o Screen gets progressively darker
- o possibly flowers wilt over time... possibly.



- Player
- attacker!
- flower bushes.



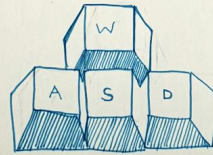
Rejected!  
o low amount of points



Friend zoned!  
o medium amount of points



Marriage!  
o high level points



Movement



Swap tools



Interact

# Asset List

## Hero Assets

- Animations for moving
- Animations for gathering flowers or fighting enemies

## Filler Assets

- Backgrounds

## Enemy Assets

- Fighting animation
- Idle animation
- Death animation

## UI Assets

- Text messages
- Flowers
- Bouquet

# Calendar & Roles

## WEEK 1

- Submit refined proposal doc

## WEEK 2

- Begin working on assets and coding
- Figure out core gameplay
- Submit MVP

## WEEK 3

- Finalize visuals and audio
- Test and refine gameplay
- Submit asset list with sources

## WEEK 4

- Ensure assets are integrated correctly
- Test and refine gameplay
- Submit playable game

## WEEK 5

- Deliver playable game
- Submit Git to Canvas
- Post analysis on Canvas
- Present final game

## TEAM ROLES

- Dalal: 2D artist & UI Designer
- Samuel: Gameplay Engineer & AI Engineer
- James: 2D artist (if needed) & Gameplay Engineer

# References

## Potential Pitfalls

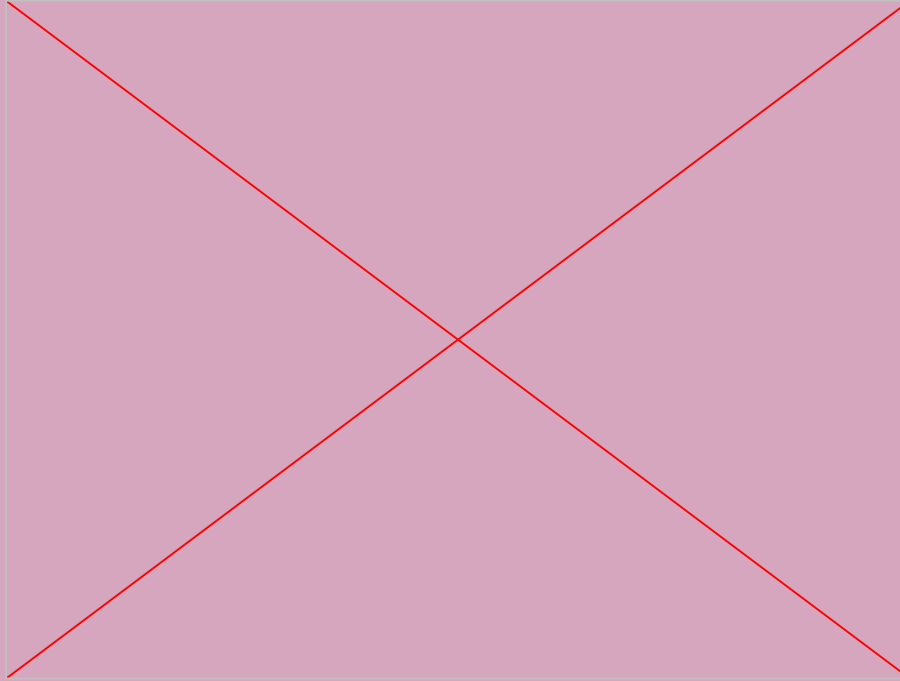
- Not being able to keep up with our calendar
- Uneven work distribution among members of the team
- Poor communication

We will avoid these pitfalls by checking in frequently and trying to keep up with the calendar.

## Resources

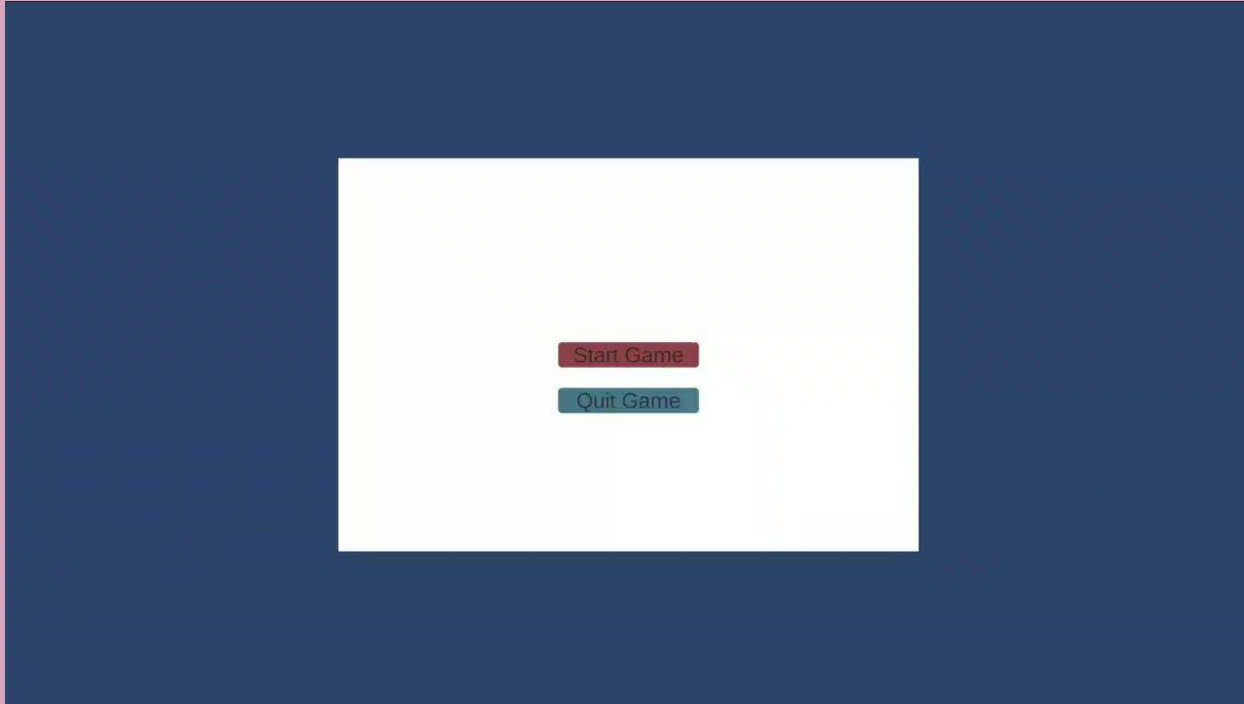
- Youtube tutorials for certain elements (maybe UI or enemy behavior)

# MVP Video



[https://vcu.mediaspace.kaltura.com/media/mvp/1\\_kkrkjjdj](https://vcu.mediaspace.kaltura.com/media/mvp/1_kkrkjjdj)

# Draft Video



[https://vcu.mediaspace.kaltura.com/media/draftvid/1\\_0x3rdmon](https://vcu.mediaspace.kaltura.com/media/draftvid/1_0x3rdmon)

# WebGL Link

<https://play.unity.com/en/games/dfa218d1-64f0-427a-8568-e57af64e0f6e/webgl-builds>