**Brexit Vs Good Friday by Sean McGuire**

Initial dev entry:

Brexit vs good Friday: today is September 25, 2018 and I first received this game diary from my fellow student Cian Gannon and I will be doing the implementation phase part of developing the game from the ground up. Initial impressions are confusion; however, I try to learn more about the game and its comedic humor aspect to the game and the approach of developing a top down shooter game.

On the second page of the design document it contains a brief overview of what the game is all about and how the developer will implement from certain different aspects from other games from shooter games and so on.

Brexit Vs. Good Friday is a satirical representation of the current Brexit debacle and Ireland’s core involvement in it due to the Good Friday Agreement. Brexit Vs. Good Friday is a top-down shooter that will expand the genre and involve the most loved elements of other shooters.

At this point of time I am excited and ready to get into developing the game. I have played many different shooter 2D games before and since I’ve never used unity before I am excited to learn how to develop games in this game editor.

Dev Entry 2:

Upon more research into the humour of the game I am excited to see if people will also find this humour, I talked more to Cian on the different aspects of the game and how the player will interact with the enemies with fire. I also read that the player will have a special attack ability that is active when the player presses on the button “E”. Upon further reading the game is to have a countdown timer in the game that represents the time at which the Brexit will leave the EU Market and leave to become its own country from what I can understand. And the fact that the game is a topical game and so it will be a hit with the players etc.

The design and feel of the game will also be something like say GTA the original game which is a single player game, is top down shooter, open world so the player can go around exploring if they so wish, action adventure and 2D. The movements in this game is what Cian wants to be implemented so basically like a player walking forwards and backwards with w and s, then changing direction with either “a” for left or “d” for right. The player will have a full 360 range of direction to control. This will be very helpful later in the game for dodging different enemy attacks as such.

I will be researching more on this later and how to design a 2D top down shooter game.

Dev Entry 3: (13/10/2018)

I’ve created a simple player movement with Gerry’s face as the sprite. Might change later not too sure but people seem to find it funny and humorous, so I may leave it in. I’ve also added a basic player movement going from up down left and right. This movement controls let the player travel anywhere in the 2D space, so I will have to create some sort of border in the future.

After getting the user controls working it became a lot easier, so I also added basic fire attacks when the user presses the space bar, however, it does not have any physics associated with it yet.

I’ve got the triggers also set up now so when another object hits it, it reacts with a basic physics model.

**Current Dev update as of 15/10/2018**

Game now allows the player to shoot simple fire bullets directly from the sprites, last update it was clipping into the player and I did not know why. Later found out it was the fire sprite was spawning inside the player and I needed to add an offset of positive y value in relative position to the player. I’ve created a list of things Cian wants me to do here also so just now trying to tick them off:

* Countdown starts the day after referendum and ticks down until they leave.
* Player shoots fire at the enemies.
* The game has 2 or 3 levels.
* The enemies shoot fire also at the player.
* The player has a special ability when clicking E.
* The player can go around the map and the enemies spawn random locations.
* The game has Irish theme to it, in the music etc.

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| **Test Case ID** | **Test Scenario** | **Test Steps** | **Test Data** | **Expected Results** | **Actual Results** | **Pass/Fail** |
| 1 | Shoot bullets in game | 1. Launch game 2. Press space bar 3. Bullet renders | Unity | The bullet should be displayed on screen | As Expected, | Pass |
| 2 | Decrease enemy’s health | 1. Launch game 2. Press space bar while aiming at enemy 3. Repeated above steps until enemy dies | Unity | Enemy should die | As Expected, | Pass |
| 3 | Player dying | 1. Get shot by enemy until player dies. | Unity | Player should die | As expected, | Pass |

# Current Dev update as of 25/10/2018

The timer has been set up in this commit now. I’ve set it up, so it starts at 300 seconds and when it reaches 0 its game over. The game will start with the timer at 300 seconds and decrement over time, I will later add levels and the timer will reset every level. I’ve been moving the timer around the canvas and I think it looks the best at the top right.

# Current Dev update as of 2/11/2018

The player can now select their special ability when clicking button E to select an arrow instead of their default bullets of fire. The physics of the arrow is very similar to the fire however it can shoot through certain objects and can kill 2 enemies at once rather than just the one hit for the fire sprite. I will later add the ability to have a greater range for the arrow for bigger maps and different locations.

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| **Test Case ID** | **Test Scenario** | **Test Steps** | **Test Data** | **Expected Results** | **Actual Results** | **Pass/Fail** |
| 4 | Test second bullet | 1. Launch game 2. Press E 3. Press space bar 4. An arrow should spawn | Unity | The bullet should be displayed on screen | As Expected, | Pass |
| 5 | Increased range | 1. Do previous test case. 2. Follow arrow to compare distance in comparison to the fire. | Unity | The distance travelled should be longer | As Expected, | Pass |
| 6 | Test timer | 1. Stay in game for 300 seconds. 2. Game over screen should appear after this time | Unity | GAME OVER screen appears | As expected, | Pass |

# Current Dev update as of 7/11/2018

The game now has an updated map style of using tiles instead of a normal background, now the player and enemies have a boundary that they cannot exit. The player initially is spawned in the center of the map and must move around to avoid incoming fire from the enemy sprite. Later going to add more levels and enemy ai.

# Current Dev update as of 9/11/2018

Fixed the spawning bug where the enemies would spawn inside the collide tile randomly, there is now only a certain area where they can spawn. I am looking more into the “doom” enemy variety and enemy frequency and how the player interacts with dooms enemies. The game will spawn enemies in the form of waves, so it will wait a certain amount of time, and spawn more enemies, if the player can’t keep up the more enemies will spawn. I will later have a difficulty selector, so based on how hard the player wants the game to be they enemies will be stronger, shoot more frequently and require the player to get more kills etc.

There is a randomized time delay also in doom, roughly 8 to 5 minutes, when a monster respawns its corpse is whisked away with a teleport flash. The respawn setting can be applied to different difficulties and based on how hard the player wants the game to be the enemies spawning is more frequent.

The initial level has also been configured so when the player gets 5 kills a game won screen appears.

# Current Dev update as of 20/11/2018

Added 2 extra maps to the game, when the user gets 5 kills per map then the next map is selected. The second map has a ruins style to it and the player will navigate through a border of sorts. The enemies spawn in random locations here in specific waves. The third and last map I’ve made is on a boat where the player’s environment is a lot of closer quarters.

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| **Test Case ID** | **Test Scenario** | **Test Steps** | **Test Data** | **Expected Results** | **Actual Results** | **Pass/Fail** |
| 7 | Test the maps | 1. Firstly, open the game 2. Go through each map and test so the player cannot exit the map | Unity | Player cannot leave the game | As Expected, | Pass |
| 8 | Spawning | 1. Test if the enemy spawning is working correctly. 2. Enemies should spawn in random locations. | Unity | Enemies do spawn randomly in waves. | As Expected, | Pass |
| 9 | Testing game control | 1. Go in game, 2. Move around 3. The player should move with WASD button inputs | Unity | The player moves as expected | As expected, | Pass |

# Current Dev update as of 25/11/2018

Added a credits screen where the player must win the game to see the credits. This is after the third level is completed. The credits screen gives a brief congrats and thank you for playing the game.

# Current Dev update as of 05/12/2018

Finishing up the game now and just adding a different enemy sprite and player sprite for the last level. Making the menus and settings working smoothly here and adding the music here.

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| **Test Case ID** | **Test Scenario** | **Test Steps** | **Test Data** | **Expected Results** | **Actual Results** | **Pass/Fail** |
| 10 | Testing boundary for new sprites | 1. Shoot the enemy, 2. If the bullets, clear before hitting them reset the 2d box area around it. | Unity | Boundary boxes are realistic. | As Expected, | Pass |
| 11 | Testing the music | 1. So first go launch the game 2. In the main menu there should be music playing. 3. Go to different levels of the game, hear different music | Unity | Music plays to the master player as an output | As Expected, | Pass |
| 12 | Test menus | 1. Test level selector 2. Under chapter selector | Unity | The button for each level should work | As expected, | Pass |

Final thoughts

Brexit vs Good Friday is a fun and interesting game. However, I never thought id be developing a top down shooter game I have learnt so much in the past few months. I would like to continue developing games in unity engine after college and this module has given me a great head start on the core concepts found in most games.