Project 6

Purry Duty

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Work Completed:

- Polished game mechanics and details, as well as realistic goals to accomplish until the project deadline.
- Created Unity Project and began research and use of Dialogue Parsers for text, ultimately using Ink to manage our text.
- Implemented Design Patterns as determined and created major classes as reflected in the UML diagram from Project 5.
- Created introductory chapter featuring a showcase of the dialogue parser, as well as an example of user-interactive choice that can be made (which will be a feature used in other sections of the game as well). Shows GUI.
- Created text input script for user's name input.
- Set up a basis for cat creation, level creation and store implementation.

- Rebecca: worked on Factory, Memento and Decorator implementations
- Taryn: worked on the InkManager and Dialogue parser, UI
- Jamie: worked on models for MVC
- NOTE: We all worked simultaneously on this project, and on general integration into Unity.

Changes/Issues Encountered: Has anything changed so far in your approach to the project from the initial design in Project 5?

- One aspect that changed was while using Ink, we realized that the InkManager acted as the Dialogue controller that changed what was displayed on the view/UI.
- There has been a large learning curve with understanding Unity and how different aspects of the code will interact with Unity.
- It was very difficult to integrate the scripts with the game objects in Unity, as it was completely new to us.
- Creating the assets took more time than expected.

Design Patterns: please describe the use of design patterns so far in your prototype and how they are helping you or your design.

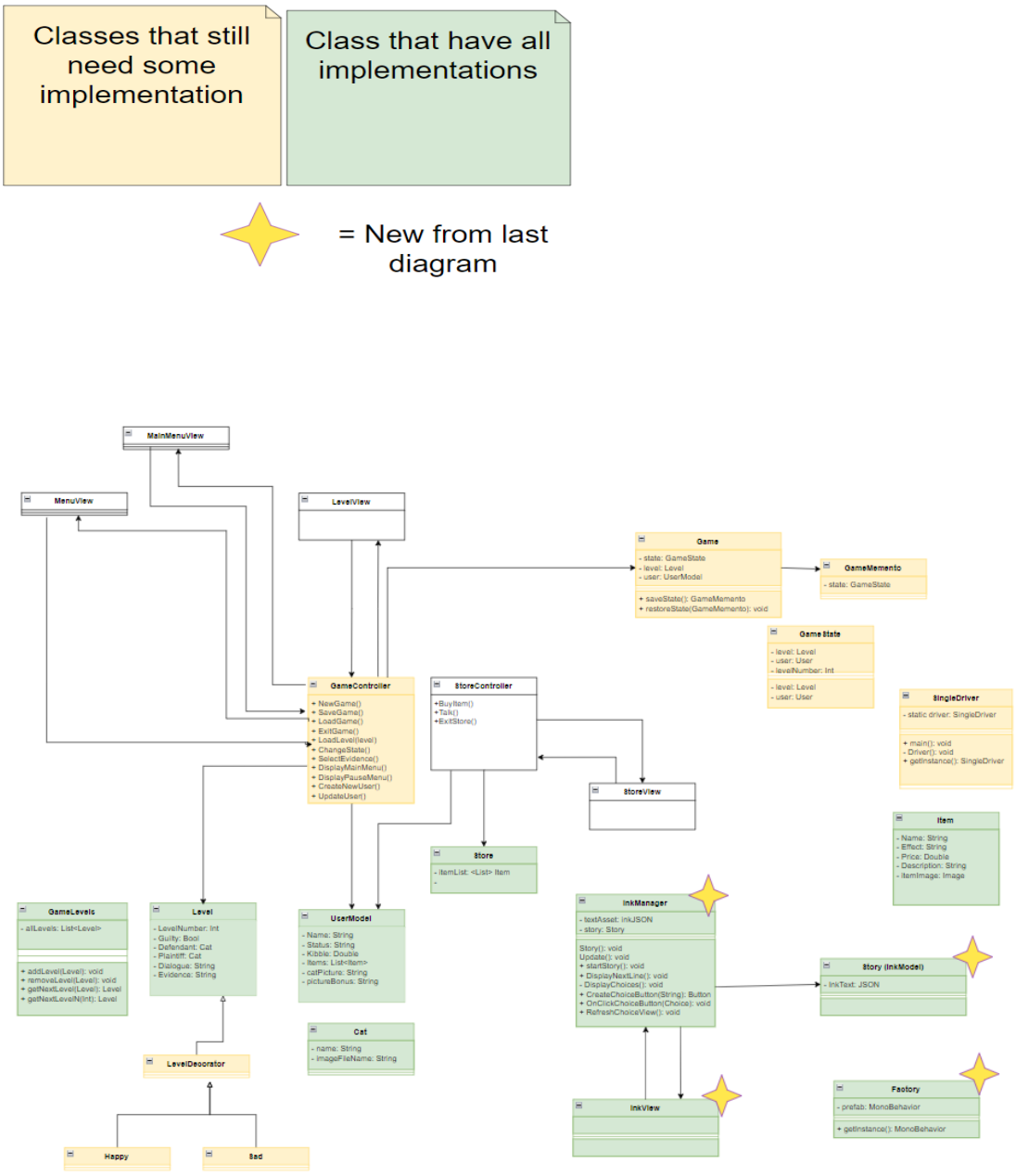
- MVC has been applied to the use of our dialogue parser, allowing input from a JSON which is then output on the screen as dialogue and choice. MVC will also help with displaying each level, the user's cat and the store.

- We added a Factory pattern to help with the creation of prefabs in Unity.
- Decorator will be used to alter the levels depending on whether the user's cat is happy or sad (changes dialogue and ability to choose evidence).
- Memento will help save the state of the user (which level they are on, amount of kibble, status of the cat, etc.) after each level is completed. A form of memento also helps to save the name the user will input at the beginning of the game for their player cat.
- Singleton will make it so we can only create one driver.

Next Iteration: Provide an estimate of how much more work needs to be done for your team to have implemented the design that you presented in Project 5 (with any design changes that may have occurred). What are your plans for the final iteration to get to the Project 7 delivery? What do you plan to have done by 4/27 when the project is due?

We need to begin creation of the actual court cases and gameplay, as well as the store aspect of the game. The court cases will not take as long in terms of technicality, as we only need to focus on the plot. We also have already implemented the choice functionality, which will provide users the option to choose pieces of evidence for the gameplay. Now that we have a better understanding of Unity, everything should go a lot smoother. By the Project 7 delivery, we hope to have a fully functioning game, with a main menu, pause menu, 3 complete levels and a store.

Updated Diagram



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