Theory and Practice of Game Design and Development

Daniel Kartin

1. Info about your Game, Game Development Team, your role and lessons learned

The *short* trailer for the game can be seen here.

The game binaries for Linux, Mac, and Windows can download from here, please download the entire folder that is needed for your platform.

1.a Your game?

Nightmare Hotel

1.b GameDev Team

FrandseGames

1.c Team members

Jens Jakúp Gaardbo, Fredrik Dam Hansen, Simon Frandsen, Daniel Kartin, Søren Skouv

1.e Common vision

Stealth Goblin Action.

1.f Your role

I primarily worked with Game design, level design, programming, 2D art, and animation. [394]

1.g Lessons Learned

1. Commit often, and write better commit messages.
2. A hacky solution is still a solution.
3. Getting everything put together in the end, takes longer than initially thought.

2. Description of your game

2.a Gameplay genre

[261,474]

2.b Player type(s)

[104]

2.c Player engagement

[38-46]

2.d Formal elements

Look in Assignment 3: Day 2.

2.e Dramatic elements

[97]

2.f System dynamics

[129]

3. Documentation of the Physical Prototype Game Design process

3.a Concept

3.b Physical prototype

[203]

3.c Playtest

[277]

3.d The Playcentric method

[16]

4. Documentation of the Digital Game Development process

4.a Flowchart

[451]

4.b Assets

4.c The process

4.d Playtest

4.e The Playcentric method

5. Documentation of your Game Implementation

5.a

Link to playable binaries for Linux, Mac, and Windows can be found here.

5.b

The entire project is hosted on github, the zipped (un-imported) project is around 36.9 MB.

5.c

For creating this game, we decided on using the Godot engine, it is an open source engine that allows for quick development of both 2D and 3D games. The graphics pipeline of Godot is OpenGl, and the physics engine is a modified version of box2D called Godot physics. Programming is all done inside the Godot editor. We used Aseprite and Piskel for the pixel art.

6. Your own evaluation of your team's game

Criteria for score	Score (0-5 stars)	Own explanation of choosing that score (why that score? –your OWN arguments based on the literature, with links to page numbers)
a) How well did you make an engaging game, and why?	3	
b) How well did you make a fun game, and why?	3	
c) How well did you make a unique and innovative game, and why?	3	
d) How well did you make a balanced game, and why?	2	
e) How well did you make a Internally complete game, and why?	1	
f) How well did you playtest, and why?	3	
g) Total Score of the above(a-f) (Result: 0-5 full stars)		

6.h Player experience evaluation

7. Pitching and Publishing your game

7.a One word

7.b Elevator pitch

[497]

7.c Publish your game

QA/Polish [428] Agile Project Planning [433]