Theory and Practice of Game Design and Development

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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.d "Upgrade"?

Only noticeable change, was hopefully fixing a game breaking bug when entering a door, after having died, crashed the game.

1.e Common vision

Stealth Goblin Action.

1.f Your role

I primarily worked with Game design, level design, programming, 2D art, and animation. @TODO find ref for this

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

4.b Assets

4.c The process

4.d Playtest

4.e The Playcentric method