CTCH312 - Project Meeting #2

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Project Meeting #2👀 will focus on the production and post-production of your computer game, emphasizing the importance of iteration in refining your game design.

Before the class, the team leader should submit to UR Courses the following (two pages - 200 words each):

- (1 mark) Acting Like a Designer: Briefly describe how you have been doing the Iterative Process of your Design.

We have taken note of the ideas and gone into the details of what we need to do, how much we need to do for the game, how much time we have, and where we need to start, and then moving forward from there. Later, we review the note and analyze our ability to make the game in a short amount of time. The first idea is to make a long horror game with jumpscare of cutscenes, at the same time expanding the game task to give the player other experiences that are not just about the story, but also cooking, managing a chicken restaurant, and being the killer. However, after looking at the time and our skills in making games, we decided to reduce the amount of work, which would narrow the game experience to just focusing on telling the story about the main character. This helps reduce the amount of game scripting work for us, so we can work on building the game in a shorter amount of time that fits with our schedule. Currently, we are building the space for the game, which is the aesthetic of the game. Then, we will move on with the mechanics of the game, involving writing the script for game interaction and making cutscene animations.

- (1 mark) Design Goals: Describe what your final design goals are.

Designer-Centric Goals: Goals center around what you want for yourself as a designer.

As beginner game designers, we hope this project becomes a valuable learning lesson for the basics of concept and storyboard building, collaboration, aesthetics execution, and game programming. Using this project, we will explore the ways our creation can be interpreted and critiqued, expanding our knowledge on gaming culture and design. Through trial and error, we will learn to navigate the Unity program and bring our visions to life as a team. We

hope to make something we can be proud of and look back on as a stepping stone of our careers.

Player-Centric Goals: Goals centred around what you want for your players.

As a mystery/horror simulation-based game, our goal is to give our players the interactive experience of working the grand opening of a chicken shop, it should be accurate to the real cooking process, pressured with time, and the quality will be evaluated through customer reactions and reviews. The storyline should be shocking and intriguing, the players will be left wondering what will come next while gradually descending into madness alongside the main character. To accompany the storyline and gameplay, a creepy, gloomy environment will set the mood for the experience and subtly warn the player of the plot's outcome through foreshadowing clues and hints. Altogether, we hope to deliver a thrilling gaming experience to our players while also telling our constructed storyline with an immersive atmosphere.

- (1 mark) Paper Prototyping plan: What kind of prototyping have you been using?

  We have been actively utilizing the paper prototyping process to strategically plan both the layout and flow of our game, Chick'n Out. This particular process involves using hand-drawn sketches that represent the main gameplay screen in its entirety, showcasing key elements such as the various kitchen stations specifically the prep area, the cooking zone, and the serving station along with the ordering system and the reserved patron area where players will be interacting with the game. Additionally, we worked on mapping out in detail the day/night cycle progression of the game and story boarded key horror-themed cutscenes that will enhance the experience. This detailed process allowed us to quickly and effectively visualize the user interface, try out a multitude of concepts, and receive valuable feedback from team members before proceeding with development on digital assets for the game.

- (1 mark) Game Testing: Describe how you will do game testing.

  Game Testing Plan. Chick'n Out

  To help guarantee the game works correctly and is enjoyable, we will use a three-stage testing procedure:

1. Internal Testing:

We will conduct core mechanics development testing, including food preparation, order completion, and day/night cycles. We will test for crashes and bugs and ensure that each feature functions properly before moving forward.

2. Closed Testing:

Once we have a playable build (1–3 days of gameplay), we will invite friends or classmates who have not worked on the game to play it. We will observe them playing, record their comments, and interview them to identify points of confusion or points of improvement. This lets us observe how new players will play the game and if the horror is functioning or not.

3. Final Testing and Polish: When we are nearly complete, we'll test on various devices, correct issues, and make pacing, difficulty, and user experience tweaks. We will ensure all story events occur properly and that the endings function as designed. We will use programs like Google Forms to gather feedback and a checklist to note down problems. We aim to make the experience smooth, fun, and terrifying while making the game easy to understand and free of bugs. This step makes Chick'n Out polished and fun for new players and horror fans in general.

- (1 mark) Auto Evaluation Questions: Include a list of questions that you have at this stage in your process. Explain your remaining steps for the game completion.

What do you feel after knowing about the prototype? Is the story shocking? Does the prototype convey the story clearly? Is the game scary or creepy? What do you like and what do you not like?

We need to finish the 3d building and move to the script and animation part where the player is able to interact with the game and trigger the cutscenes, finding out about the story. After all of that, we need to test the game and ask other people to test it and get a new record from

that of what we can improve before. Then we fix the game and test it again and fix again until we run out of time and please with the result.