**Abstract: LingoMon**

Ali Ibrahim, 8/10/2023

For my Capstone I worked with two other students in making Lingomon, a 2D, Pokemon inspired, language learning game. My contributions to the project existed primarily in Unity including creating the outdoor/indoor tilemaps, NPCs, character animations, gameplay transitions, cutscenes, story system, and various in-game UI features.

My work with the tilemaps, NPCs, animations, and cutscenes helped in building the foundation of the game's environment and gameplay. This foundation was made in order to provide the tools needed to efficiently build a pleasing gameplay experience that was easy to expand upon and change with little to no code manipulation due to the design of said tool implementations. The story system allowed our MVP to give direction to the player and guide them through their experience, utilizing my teammates' work on the core gameplay functionalities, such as battling, I was able make tasks that were assigned progressively to the player as they learned more about the game and improved at the language they were learning. The cutscenes and gameplay transitions helped polish the game and improve gameplay immersion. Lastly, my work with the in-game UI features including a mini map and settings/options, helped guide the player and provide industry standard features seen amongst modern games.

From my work, we were able to build Lingomon to have an intuitive gameplay loop and an appealing modern design that was implemented in a scalable fashion meaning our MVP could be expanded upon easily. My contributions were significant not only in what they provided to the player, but in the flexibility it gave to us as developers to where building different cutscenes, NPC interactions, and storylines were agile and required little work in expanding their features and creating unique instances of these gameplay components.

My overall job in this project was to build the basis of the game, story, and player quality-of-life/experience. It was through consistent communication with my team that we were able to identify needed features and changes for the game that ultimately lead to a complete and thoroughly polished final product.