Elygh Thao

MechaPunk Fury

Advisor: Kelvin Sung

8/13/2023

MechaPunk Fury is a 2D single-player ‘Beat-em-up’ video game developed by a team of me and 3 other developers using the Unity game engine. The main objective behind this game’s development was to learn new specific skills/concepts applicable to the game development industry and apply them to our own experiences and resume.

One of my main learning goals for this project was to take a deeper dive into the creation and application process of the digital art side of video games. This task proved to be difficult due to inexperience but I soon found help by conducting multiple deep dives into the creation space already set by big gaming companies. By emulating their processes and tools usage, I was able to make significant progress in my work from the early development stages of pencil sketches all the way to animating lifelike movement. Applying the knowledge gained from notable gaming companies resulted in a game with digitized custom characters paired with specifically animated movement.

The other big goal I set to learn about was how to effectively conduct and learn from player feedback. While this mostly pertains to the later stages of development, the overall effect on design from feedback proved to be much more significant and direction changing than I had originally anticipated. Much of the feedback may have been unnecessarily harsh at first glance, but objectively analyzing the feedback and understanding the roots behind each statement led to a clearer understanding of what our game needed to deliver. The purpose of an application being created should always fit what the user wants, however the balance between the user’s wants, needs, and actual actions is what my team analyzed and modified the satisfaction level to meet. By doing this, our game was able to satisfy all players and not just a selected group.

Over the course of 8 weeks this game was created successfully from scratch thanks to a multitude of factors including following a Scrum based development flow, regular work meetings, genuine feedback from playtesting, and free communication within our team. The final deliverable consisted of a fully developed game featuring an addicting combat system, original custom characters, intuitive level design, and a fierce enemy ai system.